THE UK'S BEST-SELLING SEGA MAG!

NEW-LOOK ISSUE!

$5.95
65.00 Asch
7000 LIRE
JULY NO 33
£2.25

MEAN MACHINES SEGA

E3: THE GREATEST SHOW ON EARTH

HOT PICS FROM L.A!

WORLD EXCLUSIVE SATURN NEWS!

THE BIG 3

MORTAL KOMBAT 3

FIRST MEGADRIVE SHOTS!

16 AND 32BIT MAYHEM!

Virtua Fighter 2

UNVEILED ON SATURN!

MEGADRIVE
JUDGE DREDD

SATURN
SHINOBI X

32X
VIRTUA FIGHTER

MEGA-CD
MYST

GAME GEAR
POWER DRIVE

SUPER NINTENDO™

MEGA DRIVE

TOTAL! 90%

"... imaginative and atmospheric... it'll make you laugh, it'll make you rant, it'll make you drop your underpants. GET IT. It's different!"

EXCLUSIVE PROMOTION
CHECK OUT THE MASSIVE OCEAN-BURGER KING PROMOTIONAL GIVEAWAY RUNNING BETWEEN MARCH 10TH & APRIL 21ST
BURGER KING

"SLICK, RENDERED SPRITES"

"WELL FUNKY SOUNDTRACK"

"IT'S A JOY TO PLAY"

Ocean Software Limited · 2 Castle Street
Castlefield · Manchester M3 4LZ
Tel 0161 832 6633 · Fax 0161 834 0650

ocean

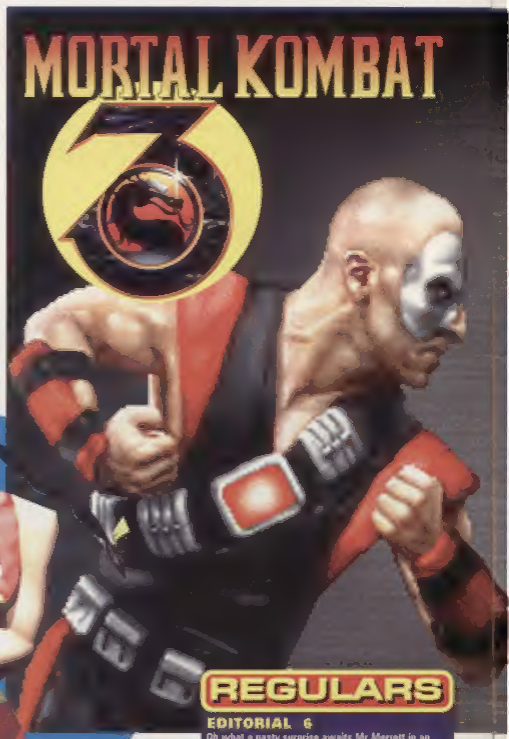
CONTENTS

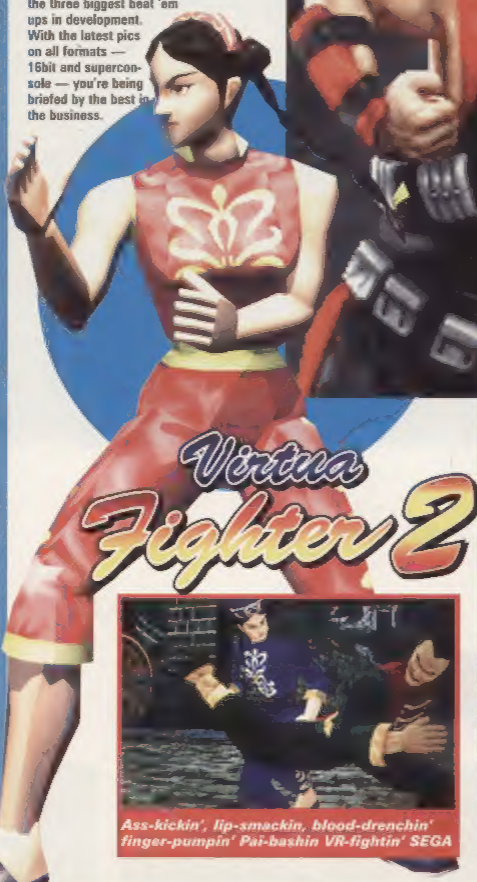
COVER STORY

MEAN MACHINES EXCLUSIVE

MK 3
VIRTUA FIGHTER 2
PRIMAL RAGE
THE BIG 3 20

A breathtaking extravaganza covering the three biggest beat 'em ups in development. With the latest pics on all formats — 16bit and supercon-sole — you're being briefed by the best in the business.





Ass-kickin', lip-smackin, blood-drenchin' finger-pumpin' Pai-bashin VR-fightin' SEGA

REGULARS

EDITORIAL 6
Oh what a nasty surprise awaits Mr Merrett in an Editorial special he will want to forget...FOREVER!

NEWS 10
The very, very nail-bitingly-close-to-production-deadlines latest from the massive E3 show at Los Angeles brought to you. I hope. I pray.

PAUL'S TIPS 48
The cheekster is aglow, now that he's had his manga-style mane cut and blowed and the peeling wallpaper of the Tips section gets an overdue redecoration. He'll be expecting fresh litter in his tray too, I suppose.

YOB 88
Amazingly, this is exactly the same place every means I don't have to fiddle around with the page number on the template. I'd like to reprint the same letters sometime, just to see if anyone notices.

Q&A 92
It took a hell of a job to find these. Where did Steve leave these when he b-eezed off to LA? Now that's the real big Q that deserves an A.

MEGAMART 96
Every contributor to Megamart will get a free guide; 'Sending Chinese Meals to People You Don't Like'. But only those applying before 1st May 1995..

NEXT MONTH 98
Has this one not been enough before we start harping on about the next cycle of the Hamster wheel? Nevertheless a taste of what the E3 show has to offer. Batman, Light Crusader and Waterworld.

CONTENTS

FEATURES

SHINOBI X 32 MEAN MACHINES EXCLUSIVE
Sega admit the only Shinobi disk in Europe to our door. All other pictures come from foreign sources. This is the living, breathing, Joe Musashi on European Saturn, in action.

GRAND CHASER 34
We made a really funny series of gags on Granny chasing and things here. Aren't we really K-sazy! No, I'm afraid we're desperate.

SOULSTAR 38 MEAN MACHINES EXCLUSIVE
We gave Soulstar at Core chinese burns until she came up with the goods. It was worth it for some awesome screenshots and renders from the developing Soulstar X.

PREVIEWS

SPIROU 40 MEAN MACHINES EXCLUSIVE
Infogrames will only be able to blame it on the bellhop if there new platformer fares worse than it deserves. Turn to our whistlestop tour of his squirrel's world.

MYST 42 MEAN MACHINES EXCLUSIVE
How can we hyst the merits of this mysterious adventure? Anyway, Steve will be Pyst off when he sees this sad excuse for a preview blurb.

PARODIUS DELUXE PACK 44

EARTHWORM JIM 46
The handheld version this time, and it looks set to be a stormer.

Gimme Five, bro!

"Are you sure it won't leave a mark?"

REVIEWS

MEGADRIVE

JUDGE DREDD 58 MEAN MACHINES EXCLUSIVE
He's finally getting his helmet off after 20 years, so he must be pretty red-faced. And we're taking the lid off Probe's celebrated conversion of the new movie. Next stop Mega-City One!

ZERO THE KAMIKAZE SQUIRREL 66 MEAN MACHINES EXCLUSIVE
Some rodent in a bandanna making a fool of himself...but otherwise Bournemouth is a great holiday destination. Now back to the cinema page blurbs...

INDIANA JONES' GREATEST ADVENTURE 68 MEAN MACHINES EXCLUSIVE
At first it looks like Lucasarts have lost it with this Raiders/Temple of Doom/Last Crusade collection, but you just can't stop chewing. Gotta chew, gotta chew...

PHANTASY STAR IV 76
A superlative adventure game that extends the legend to its conclusion, at least in 16bit terms.

ALIEN SOLDIER 80

WAYNE GRETZKY'S NHLPA ALL STARS 84
Give us a break when it comes to titles willya! Why not just call it Wayne Gretzky's commission?

32X

MOTHERBASE 70 MEAN MACHINES EXCLUSIVE
The gaming equivalent of a pox-ridden hug with a heart of gold. A shaky start to this blaster, but it's finger-pumpin' good stuff.

STELLAR ASSAULT 74

SATURN

VIRTUAL HYDLIDE 62 MEAN MACHINES EXCLUSIVE
If your idea of fun is dismembering things with axes, and you don't share a cell with Charles Manson, this disc offers quality recreational time.

SIDE POCKET 2 78

ASTAL 82
"You sure do look mighty pretty thar, missy Astal". "Why, thank you Chuck!". "But you sure as hell don't play that well, neither".

GAME GEAR

POWER-DRIVE 86 MEAN MACHINES EXCLUSIVE
And the forces at US Gold keep the Game Gear dream alive. Just.

EDITORIAL

Welcome to the all-new MEAN MACHINES! As you can see, we've undergone a complete redesign, with Oz going through the mag section by section and pulling everything to bits. The new changes have been made to ensure that MEAN MACHINES can keep up with the exciting changes afoot with the imminent release of the Saturn, and as such not only have we given the mag a new look, but we've somehow managed to make our scoring system even more comprehensive. I mean, we were good before, but we're bloody great now. MEAN MACHINES has always been copied in the past, so we eagerly await our rivals adding animation and separate music and effects boxes to their score systems as they too realise the Saturn's music and capabilities are too good to limit to one box. But don't think we've neglected the good old Megadrive in our redesign. Nope, we're got more Megadrive exclusives than ever — including the first MKIII pics for the system — and the spangly new panels and pics just make the hoary old console look even better. For a full inventory of the new panels, they are outlined elsewhere here, but E3 beckons and I'm off to look at all the new Saturn stuff. Still, enjoy the new-look mag, and stay with us as we lead the rest into the newly-invigorated world of the Sega machines. Oh yeah, and goodbye to the Master System. We would say it's been fun, but it's about bloody time you died. You've been on the brink of death longer than the Queen Mum...
Steve

RING THE CHANGES!

The more perceptive of you will doubtless appreciate that we've mucked about with the review info panels. All in the name of progress, natch. On the first panel, we've changed our game profile scores from five to ten, breaking the game down for levels of Challenge, Strategy, Reflexes, Originality and action. You'll noticed the Saturn panel does not have a memory panel, as all games come on 650MB CD ROMs.

ALLOW US TO INTRODUCE OURSELVES

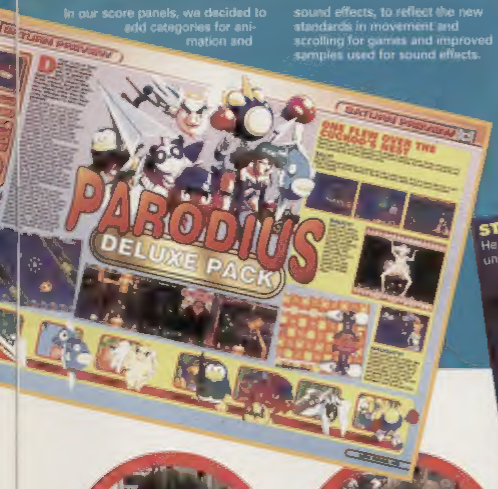
The MEAN MACHINES' TEAM has changed a lot since the days of Jaz and Matt Regan, so we thought we'd take the chance to reintroduce ourselves. Er, here we are then...

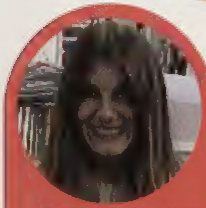
NAME: Steve Merrett
JOB: Editor
DATE OF BIRTH:19/9/68
STAR SIGN: Spandex
HEIGHT:5' 10"
WEIGHT: Getting more
INTERESTING FEATURES: Crap hair
FIRST MACHINE OWNED:C64. Torch.
FAVOURITE GAMES: International Superstar Soccer, any Bomberman, MKII
FAVOURITE TELLY PROGS: Doctor Who, The Day Today, Corrie, Euro Trash
FAVOURITE FILMS: Aliens, Day Dawn of The Dead, T2, Pulp Fiction
FAVOURITE MUSIC: Any Paul Weller, Terry Hall, Let Loose
LIKES: Chips, Coke, slobbing on a Sunday, farting, West Ham
DISLIKES:British Rail, teeny pop idols, bueracracy
MOUSTACHE PREFERENCES: Thin, Like Midge Ure's
EMBARRASSING SCARS? Yes, only an arse one every bugger knows about, though...
EVER LIT A FART?: Yep. But only through jeans
HAPPINESS TO ME IS: a weekend not spent organising a wedding

NAME: Osmond Kevin Browne
JOB: Put-Upon
DATE OF BIRTH:12/10/67
STAR SIGN: Libra
HEIGHT:5' 11"
WEIGHT:11 stone
INTERESTING FEATURES: Gladiators T-Shirt
FIRST MACHINE OWNED:C64
FAVOURITE GAMES: Thunderforce III, Daytona, Street Fighter
FAVOURITE TELLY PROGS: Quantum Leap, Film '95, Little House On The Prairie
FAVOURITE FILMS: Star Wars, Grease, Terminator, Alien
FAVOURITE MUSIC: Janet 'Tickin' Jackson,
LIKES: Hot chocolate (the drink, not the group), his Quantum Leap T-Shirt, Halle Berry
DISLIKES: Football on the telly, strawberry jam, Marmite
MOUSTACHE PREFERENCES:Short and tidy
EMBARRASSING SCARS?:Only mentally
EVER LIT A FART?:No, but is working on it
HAPPINESS TO ME IS:World peace (groan)

NAME:(John) Angus Davidson Swan
JOB: Deputy Dawg
DATE OF BIRTH:12/9/70
STAR SIGN: Virgin Megastore
HEIGHT: Of good taste
WEIGHT:10.5 st
INTERESTING FEATURES: Heads zips up the back.
FIRST MACHINE OWNEDpedal police car
FAVOURITE GAMES: Virtua Cop, Daytona USA
FAVOURITE TELLY PROGS: Have I Got News For You, Roseanne
FAVOURITE FILMS: Alien, Interview with the Vampire, Arnie Hall
FAVOURITE MUSIC: Erasure, Sheryl Crow, New Order
LIKES:Lie-ins, money, flattery,good red wine
DISLIKES:getting up when it's dark, stupidity
MOUSTACHE PREFERENCES:Mad walrus whisker ones
EMBARRASSING SCARS?:I can afford good plastic surgery
EVER LIT A FART?:No, too scared I'd burn my butt.
HAPPINESS TO ME IS:The christmas hols.

In our score panels, we decided to add categories for animation and sound effects, to reflect the new standards in movement and scrolling for games and improved samples used for sound effects.





NAME: Claire Louise Coulthard
JOB: Deputy Art Ed
DATE OF BIRTH:13/9/68
STAR SIGN: Virgo
HEIGHT:5' 9"
WEIGHT:A national secret (ie. fast heavy!)
INTERESTING FEATURES: Centre parting
FIRST MACHINE OWNED: Spectrum 48K
FAVOURITE GAMES: Puyo Puyo, Atic Atac, Daytona, Mario World
FAVOURITE TELLY PROGS: Barrymore, Surprise Surprise, Hearts Of Gold
FAVOURITE FILMS: Digby: The Biggest Dog In The World
FAVOURITE MUSIC: Tricky, Portishead, Mo Wax, Beastie Boys
LIKES: Chocolate, ponies, Montague The Chimp
DISLIKES: The toys you get in Kinder Eggs these days
MOUSTACHE PREFERENCES:Curly villain ones
EMBARRASSING SCARS?:No thanks, not today
EVER LIT A FART?:Excuse me?
HAPPINESS TO ME IS:A world made of chocolate

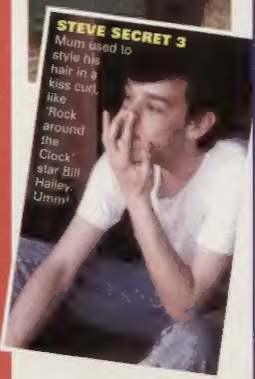
NAME: Paul Robert Bufton
JOB: Staff Writer
DATE OF BIRTH:9/7/71
STAR SIGN: Cancer
HEIGHT:6' 0"
WEIGHT:10 stone
INTERESTING FEATURES: Big hair, big jumpers, neat sneakers
FIRST MACHINE OWNED: Acorn Electron
FAVOURITE GAMES: Elite, Super Mario World, Daytona USA, Chrono Trigger
FAVOURITE TELLY PROGS: Northern Exposure, Noel's House Party, Star Trek
FAVOURITE FILMS: Star Wars Trilogy, 2001 – A Space Odyssey, Pulp Fiction
FAVOURITE MUSIC: Stones, Dead, Floyd... Rock!
LIKES: Cartoons, Sunday lunch, puppies
DISLIKES: Tidying, getting up, tubes
MOUSTACHE PREFERENCES: More of a beard man myself
EMBARRASSING SCARS?: None
EVER LIT A FART?: Class Champion of 1989, if you please
HAPPINESS TO ME IS:A summer's eve accompanied by a flagon of ale

THE SECRETS OF STEVE

Not long after Steve left the country, a curious brown-paper package arrived at the office. When opened, the crew were astonished to find the most incriminating pictures of young Steven Merrett imaginable. Spare a thought of our proud editor, returning from LA, picking up the magazine to find....

STEVE SECRET 1
He supposedly wore bike stabilisers until he was twelve. Ouch!

STEVE SECRET 2
His mother allegedly still cuts his toenails!



STEVE SECRET 3
Mum used to style his hair in a kiss curl, like 'Rock around the Clock' star Bill Hailey. Ummm!

LOOKIN' GOOD

EDITOR
STEVE 'stateside' MERRETT
ART EDITOR
OSMOND 'pressured' BROWNE
DEPUTY EDITOR
GUS 'dour' SWAN
DEPUTY ART EDITOR
CLAIRE 'stripper' COULTHARD
STAFF WRITER
PAUL 'staying' BUFTON
STRANGELY BROWN
RAD 'bolton' AUTOMATIC
CONTRIBUTING WORDSMITHS
RICHARD 'steering wheel' LEADBETTER
AD MANAGER
LIZA 'lonesome' HAWKES
LAUGHING GNOME
IAN 'david rappaport' THOMPSON
PRODUCT MANAGER
NICHOLA 'plucker' BENTLEY
EDITORIAL DIRECTOR
GRAHAM 'surprised' TAYLOR
SPECIAL THANKS TO: Tracy M. Cheers!
SPECIAL NO THANKS Those blameless people put there to g*** Steve off.
COVER BY
Steve Kyte.

EDITORIAL TENT: Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.
THE NUMBER YOU REQUIRE IS: 0171 972 6700
FAX US 'TILL WE FART: 0171 972 6701
PRINTED BY: COOPER CLEGG
COLOUR: SARAH-JANE 'patient' LEAVEY
MORE COLOUR:NICK 'hushed' CLAIRIDGE
DISTRIBUTED BY: FRONTLINE
PRINTED IN THE UK
© EMAP IMAGES 1994

SUBSCRIPTION & BACK ISSUE ENQUIRIES
TOWER PUBLISHING
TOWER HOUSE
SOVEREIGN PARK
LATHKILL ST
MARKET HARBOUR
LEICESTER
LE16 9EF
TEL: 01858 468888

SUBSCRIPTION RATES (12 ISSUES INC P&P)
United Kingdom and BFPO: £34.00
Overseas Surface Mail: £40.00
Airmail Europe and Eire: £44.00
Airmail Zone 1: £60.00
Airmail Zone 2: £69.00
BFPO: £60.00
Eire: £44.00

MEAN MACHINES SEGA is the exclusive copyright of EMAP Images. Any duplication, transmission or use of any of the text or pictures contained within these pages without prior permission of the publishers will result in legal action. Like the new look? Yeah? That's all fine and dandy then...

COMPETITION RULES
Employees and suppliers of EMAP IMAGES and their relatives are not eligible for competitions. There is no cash alternative for any of the prizes on offer. Mind you, judging by some of the bloody awful snowboard pics we got, some of you should be sending us cash...

PEOPLE WE HATE
Listed here are people we unreasonably hate. In fact, we hate them more than anything. Even Swedes. Send us your nominations, and the best list and reasons will get a pristine copy of Fever Pitch. And a cake.
1. MR MOTIVATOR: Arch criminal turd. Tosspot, in fact.
2. DANI BEHR: About as interesting as old people's war stories.
3. LET LOOSE: Too old for teenies. Crap as well.
4. THAT GORDON BLOKE OFF THE LOTTERY: Winner of 'Squarest Head' award four years running. Unfunny sod.
5. BRUNO BROOKES: 'Rent-A-Celeb.' Pillock.

Wanna come for a ride in the park?

Go on, it'll be lots of fun. Theme Park, last year's smash hit, is now available for your Mega Drive, and it's as good as ever. Compete with 19 other power freaks to build the world's best theme park, and make a packet of cash on the side.

GASP! As your customers defy death on 30 pant-wettingly cool rides, including 9 all-new ones and the option to design 4 of your own. CACKLE! As they spend vast sums of money in your 16 different shops and restaurants. LAUGH! When they're violently sick as they try to eat a hot-dog on the 360° Rollercoaster. Hire a variety of people in silly costumes, then fire them just for the hell of it!

Yep, it's japes aplenty in the world of the funfair, so why not come along for the ride?

BULLFROG
PRODUCTIONS LTD

DISTRIBUTED BY
ELECTRONIC ARTS®

theme PARK

DESIGNER SERIES BULLFROG

MEGA DRIVE

"What a ride! ... Sensational ... the most complex and detailed Mega Drive game ever created ... awesome to watch in action"

93% *Mean Machines*

FREE child's ticket to Alton Towers with every game

MAGICAL CHILD'S TICKET TO
Alton Towers
Where The Magic Never Ends!

For more information about Theme Park Sega Mega Drive, please telephone 01753 546 465, email uk-support@ea.com, or write to Electronic Arts, P.O. Box 835, Slough, Berkshire SL3 8XU.

SEGA SATU

Sega stunned the massive E3 games show in Los Angeles this month by announcing the immediate launch of the Sega Saturn in the States. The appearance of the Saturn on May 10th took everyone by surprise, Sega had managed to keep the secret launch from the press and its rivals. US retail chains are now stocking the machine at $399, (about £250).

The move must count as a complete reversal in Sega's plans, as they had already publicised a launch for 'Saturn's Day', Saturday the 2nd of September.
Instead, Tom Kalinske, Sega of America's supremo, delivered a seminar on Saturn at E3, ringing its praises, then reportedly rounding it off with "and it's in your stores now". At the same time, reports from excited Sega fans were flooding Sega's Internet site.
In the aftermath of the news, eyes turned to Sega's rivals Sony and Nintendo for a reaction. Sony's immediate response was that their Playstation machine would be $100 cheaper when released on September 9th, but there was no reflex reaction to rush-release the machine to prevent Sega getting an advantage. For Nintendo, the news coincided with their own announcement that their Ultra 64 machine will not now appear in Japan until April 1996 at the earliest.
The response from Sega in London was muted, but there is growing speculation that the projected early

launch game: Daytona

launch game: Clockwork Knight.

JT!

RN STRIKES U.S

September release date here may be brought forward by some weeks in a move to mirror America. Sega pointedly reminded us that they have never set an 'official' date for the Saturn in the UK, which may support that speculation. But they also state that Saturn will not be released until it has the right software to support it, running in an optimised form for the PAL TV format used in the UK. This means that games need some significant changes if they are too run across the full-screen format, and not with screen borders.

One benefit is the early release of Saturn titles developed in America including Bug!, which should be out within the next few weeks. The price-point, which turns out to be about the lowest anyone expected, bodes well for the UK, which should hope to get the Saturn for about £350. It also shows that Sega are finally biting the Saturn bullet outside Japan. MEAN MACHINES has lobbied for an official release so that those who want to join the next generation now, can.

'GANG OF THREE' RUMOUR HITS SHOW

A second major story of the ES show, was an unconfirmed rumour [illegible] potential for compatibility between the Saturn and the [illegible] MACHINES [illegible] the exact nature of this [illegible] for the world's [illegible] some company. They were also fuelled by a [illegible] the prospect of three-way cooperation arises.

[illegible] technology. [illegible] the M2 [illegible] that, with [illegible] machines. [illegible] but their present [illegible] titles and non-upgraded machines would not.

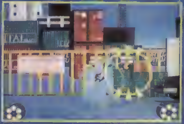
FIGHTER REMIXED

One new feature of the show was a special 'remix' version of [illegible] game so the [illegible] on sale, [illegible] texturing [illegible] other tweaks. [illegible] year. There are no plans for general release.

COPPIN'

NEW GAME
BY SEGA

Sega's Virtua Cop Saturn conversion blew everything else [illegible]



HUM DINGER

NEW GAME
BY SEGA

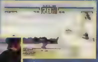
A strange game [illegible] equally strange [illegible] Kolibri, was one [illegible] highlights of E3 [illegible] Zone [illegible] everything on each scrolling environment, but the graphics are sumptuous [illegible] hundreds of colours and loads of layered parallax. [illegible] one to watch out for in a future preview.

Genesis 32X™
Kolibri™

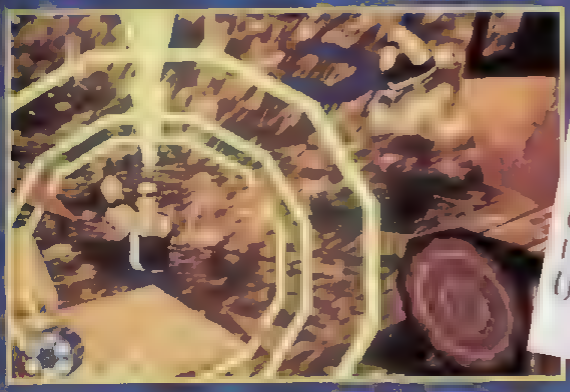
Genesis 32X™
Kolibri™

32X FLAUNTS FIGHTER!

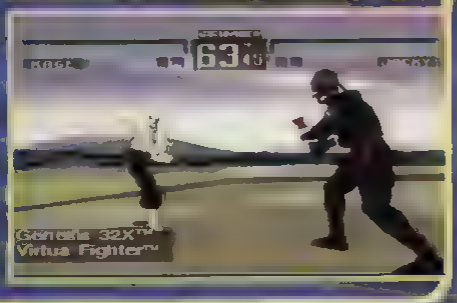
The 32X begins to hit back at E3, in no small [illegible] to Virtua [illegible] as an impressive demo. The conversion, by AM2 and due in [illegible] the one game capable of selling a machine that most Mega [illegible] [illegible] their hands. The backgrounds and polygon [illegible] [illegible] ness of [illegible] incredible, [illegible] the 'standard' set by titles [illegible] a showstopper.



OFF!



BAT A BOY



Sega are developing a Mega CD version of [illegible] and there is indeed, a [illegible] on the CD, hitting [illegible] whatever dash through some scaling highways. But with all these Batman games due this summer, we could see some unruly squabbles between men in rubber capes.

FAT CATS BACKLASH

NEW GAME
BY SEGA
MEGADRIVE

Sega sailed The Crap Platform Games Room. But if it did exist, they would have started work on the new Garfield game (probably after finishing Wild Woody). To be honest, we haven't seen a great deal on the game, but it seems to add nothing to a glut of others like Daffy Duck, Speedy Gonzales, Road Runner...Sentence deferred until a later review.

THE CYBERMEN COMETH

NEW GAME
BY NAMCO
SATURN

Namco have confirmed Cybersled for the Saturn, to appear before the end of the year. Originally an arcade game, it was a polygon-filled update of Battlezone, the classic 3D tank-battle game. Players seek out enemies through a series of simple mazes, armed with various futuristic weapons. The two-player option formed a major part of the game's (limited) appeal. Although not really exciting in itself, the news signals the first foray into Saturn territory for a company who have been converting all their coin-ops for the Playstation. Hopefully, news of Ridge Racer, Tekken and Cyber Commando (Cyber[illegible] will follow.

SIN BIN

NEW GAME

The Sega sports label looks destined to be swelled with amazing virtual renditions of all kinds of sports. One of the first is Ice Hockey, here shown in its amazing behind-the-player perspective.

[illegible]able freedom over the viewpoint, and the action is incredibly fast.

HOME RUN

NEW GAME
BY SEGA

Baseball is [illegible] away from the top of release schedules, and Sega have a title planned for the new American market. Details of the format are limited, but as would be expected, it uses a 3D polygon depiction of the diamond, and goes overboard on the effects. One sequence zooms around the stadium in impressive fashion to celebrate hitting a home run.

Sega's game has confirmed competition in the form of Super Pro Baseball, a cutified interpretation of the [illegible] originating from Japan and converted from the Sony Playstation.

WORLD OF THE LORD

NEW GAME
BY SEGA
SATURN

RPG fans with a Saturn should be anticipating the arrival of Sega's Kiglord Saga. The game is an adventure with elements of Shining Force, Phantasy Star and many of the adventure series that are hugely popular in Japan. The innovation, possible with the Saturn's power, is a overhead isometric perspective and some wonderful battle and magic animation. Players manipulate their party on a 3D grid, then sit and watch their commissions be enacted. Kiglord is half-finished, is creating quite a stir in Japan, but translational problems may delay its release here after the official Saturn launch.

SUPER BOWL

NEW GAME
BY [illegible]
SATURN

OUT!

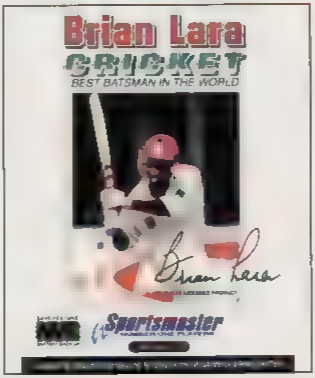
(NOW)

"Very playable and addictive - an ace conversion of a classic sport to the Megadrive." Mean Machines

Brian Lara, the highest scoring batsman in Test history has joined the Sportsmaster team for this superb box-busting cricket simulation.

For the first time, square drives, on drives and cover drives are all on the Megadrive

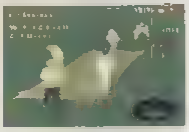
Up to 4 of you can play, selecting the team and adopting different tactics as well as having complete control of all your players



on the field. You can even save the game using the battery back-up.

Bouncers, yorkers, googlies - everything except ball-tampering is right here, accurately reproduced in real-time 3D panoramic perspective!

You'll need judgement, cunning and fingers like lightning - are you up to the ultimate test?



Sportsmaster NUMBER ONE PLAYERS

Codemasters

Lower Farm House, Stoneythorpe, Southam, Warwickshire CV33 0DL. U.K. Tel: 01926 814 132 Fax: 01926 817 595

©1995 The Codemasters Software Company. "Brian Lara Cricket is a trademark of Codemasters. "Sega and Mega Drive are trademarks of Sega Enterprises Limited. Codemasters is using the trademarks pursuant to a license.

WHERE THERE'S SMOKE...

ZERO OPTIO

UM BONGO! UM BONGO!

KANGAROO COURT

DOOM BUGGIES

METROPOLIS

DIGI-VID

E3 SHOW REPORT

WIZARD FILE UNDER X PRANG

NEW GAME BY SEGA MEGA-CD

The Gauntlet is thrown to Mega-CD owners with a curious homage to the great Atari adventure coin-op of the same name, from Sega. They have constructed Dark Wizard, a CD RPG that looks very much like the plan view arcade adventure. Spells, weapons and tons of ghosts is the order of the day, and it looks a tad more action packed than most recent CD only efforts.

COMPO
X-FILES

The X-Files has to be the biggest cult TV show in years, and it's spawning all sorts of merchandise. Manga Publishing are launching an official monthly comic with X-Files stories, compos and exclusive information on the next series. They've offered us ten copies of the Collector's Edition first issue, which we know is a complete sell-out. To win one of these [illegible] copies answer this question and send to: DO YOU WANT PUBLICITY OR SHALL WE CALL YOU MR X? COMPO, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

And the question is:

What is the name of the X-Files resourceful female FBI agent?

A) Susan Tully
B) Dana Scully
C) Hugh Scully

Copies of the X-[illegible] test cards [illegible]

YOU DON'T SAY...

[illegible]

BIG ROBOT MAMAS

COMPO
FROM PIONEER
VHSR

Get a load of this: "Aira is now in the holy shrine of Green-5. The five bishops from the Holy Greens assemble at Green 5 to torment and test whether Aira is a true selected clan of the Silver Maiden". If you want to get the answer to this nerdster, you'll have to buy Green Legend, one of a new manga range from Pioneer. They are also releasing Kashin Heiden vols 1 and 2 — hardcore manga with large robots with big shoulder pads. 'In', as they say, 'your video store now'.

THE HOTTEST GAME ON ICE

WHAT A SCORCHER!

Get ready for total meltdown with the incredible action in Wayne Gretzky's NHLPA All Stars

Packed with the most amazing features you've ever seen in any ice hockey game,
it couldn't be more exciting, more addictive or more realistic
Wayne Gretzky's NHLPA All Stars.
Get your skates on and grab a piece of the white-hot action

TIME WARNER INTERACTIVE

Wayne Gretzky and the N.H.L.P.A. All-Stars ™ and © N.H.L. 1995. Sega and Mega Drive are trademarks of Sega Enterprises Ltd. Time Warner Interactive, 1 Rushmills, Bedford Road, Northampton NN4 7YH. Tel: 01604 602500 Fax: 01604 602572

THE BIG 3

Mortal Kombat III, Virtua Fighter II and Primal Rage. The three biggest beat 'em ups of the year — with the home versions laid bare for you all to see...

If there's one game that is on arcade-goers' lips, it's Midway's Mortal Kombat III. So, because we're nice and all that, we proudly present everything you have ever wanted to know about MKIII — and reveal the first proper details regarding GT Interactive's imminent Saturn conversion and Sculptured's as-yet unsigned Megadrive version..

Don't be fooled by the ponytail, headband and Olympus Sports cut-off top. She's deadly, so she is.

RTAL KOMBAT

SOMETHING OLD, SOMETHING NEW...

If there's one way to upgrade a game it's to add new characters to it — some

CYRAX: Proving Sektor is also available in green! Bomb throwing is Cyrax's speciality as is boxing, and if this fails he can self-detonate, spreading himself everywhere, before reforming.

JAX: Remember that Fatality where Jax removed Sub-Zero's arms? Well, the tables were obviously turned as Jax has returned with two mechanical arms! Still, they make his older moves even more powerful than before!

KABAL: Kahn's new champion replaces Tusk as a character. Dressed up in sick pants, Kabal has a whirlwind move which makes his opponent lose their balance, and this is usually followed by a powerful fireball.

KANO: The scenario tells of how Kano fled through the portal to Earth, having had his chains in Kahn's palace. Equipped with laser-powered eyes and a knife, Kano also has a neat line in rolling attacks, and a throw which makes his MK3 spine-removal looks like a back tickle!

LIUNG LAO: The man with the hat is back! Liung Lao's moves have remained pretty much the same as in the second game, but the larger sprites mean his hat toss is far more impressive!

LIU KANG: A new actor has donned Kang's pants, but, like Kung Lao, the moves are virtually identical to those of MK II! The spinning bicycle kick is back, but Kang's spinning kick Fatality is now available mid-bout!

NIGHTWOLF: MKIII's equivalent to Hawk, and rather similar to the workings of Johnny Cage. Shadow shoulder barges and an uppercut form the mainstays of his attacks, but a luminous shield also proves handy.

SEKTOR: Just as Reptile, Sub-Zero and Scorpion had the same sprites in different colours, MKIII has a coloured Sektor. Sektor is a robotic ninja programmed to destroy Sub-Zero, and plans to do so using a spare set of metal arms he keeps locked away in his chest unit!

SHANG TSUNG: Kahn's alchemist buddy still has a bizarre supply of skulls to lob around and can morph into any character, but his signature move is a reverse fireball effect where the flames shoot out of the ground instead!

SHEEVA: Goro's female alter-ego, Sheeva has inherited the four-armed one's stomping moves, but has coupled it with a teleport motion to double its effectiveness. She has also retained Goro's fireball and throw capabilities!

SINDEL: Shao Kahn's long-haired bride has one distinct advantage over the rest; she has the ability to fly. In addition to this, she comes armed with fireball attacks, a weird scream attack, and a throw which uses her hair instead of arms!

SONJA: Sonja has come a long way since her days blowing her foes kisses in the original MK, and her moves reminisce of Kisses in MKII! Thankfully, her acrobatic leg throw has also returned!

STRYKER: A member of the SWAT team assigned to ensure Kahn's legions wouldn't make the journey to Earth, Kurtis Stryker has a nightstick used to trip and throw at his foes, and is a bit of an explosive fan on the side!

SUB-ZERO: Gone is the mask, but the freezing moves are back. By far the neatest addition to Sub-Zero's range, though, is an ice clone which appears directly in front of him, and immobilises anything it touches!

SATURN VERSION

We're looking for the Saturn version of MKIII this Christmas by Midway themselves, and is set for a UK release in April next year courtesy of GT Interactive. There has been much speculation regarding as to when the Saturn would see it, convention thinks to Sony's exclusive deal which will see the first home version of the game debuting on the PlayStation. Midway are planning to port the Sony game's graphics over to the Saturn, and have more time to tinker with the finer intricacies than the PlayStation version. A VHP is imminent, as well.

FINISH HIM!

The infamous Fatalities are back with a vengeance in MKIII, but the second game's Babalities and Friendships have been replaced by two new ideas. GET THESE!

FATALITIES: It has to be noted that the overall gore content of MKIII is less than that of the second game. However, each of the fourteen characters has been given two Fatalities, and these include a skeleton removal trick from Kano and a techno-crush from Cyrax.

ANIMALITIES: Omitted from the second game due to memory limitations, Animalities have finally seen the light of day. Pulling them off is extremely tricky, but the resultant morph sees the victor changing into an animal before pouncing on their stunned opponent.

MERCIES: One for the cockier MKII player. When the 'Finish Him' message appears, pull off a Mercy, and the defeated opponent is given a little extra energy, so you can humiliate them all over again!

MEGADRIVE VERSION

TECNO PLUS

£14.99 RRP

Whether it's rapid-fire action, careful, precise control or hours of energy-sapping, mind-blowing concentration –

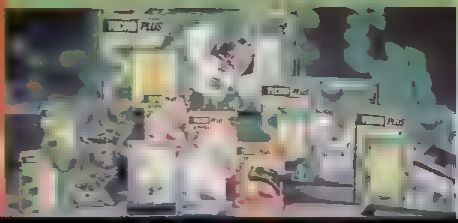
TecnoPlus will not let you down.

£19.99 RRP

ACTION, POWER AND STYLE!

Look for the orange box... *today.*

- Six fire buttons, each with auto and turbo fire options
- Hands-free, slow motion select and start options
- Semi-fire accuracy from a unique hingrip and 8-way [illegible]
- Sleek design in classic MEGA tones, carefully moulded for positive grip with stunning looks



TecnoPlus Ltd, Sketty Close, Brackmills Business Park, Northampton, NN4 0PL.

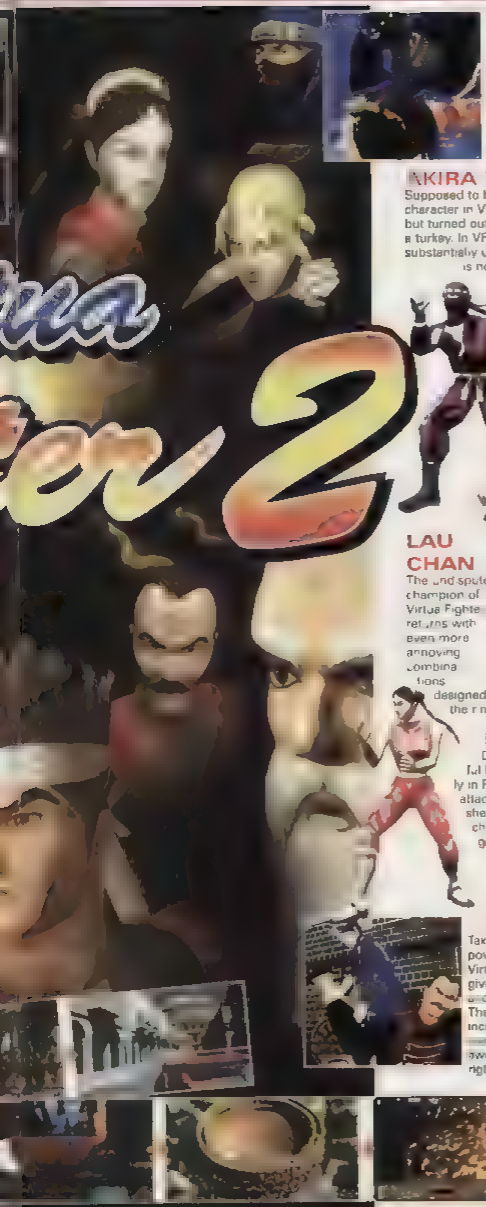
THE BIG 3

Despite the fact that the game isn't due until the end of the year, coders AM2 have just released the first screenshot of the Saturn conversion of Virtua Fighter 2. And you'll find it reproduced in all its glory on these pages somewhere.

At the end of March, AM2 held a press conference unveiling a new operating system developed to cope with these complicated 3D titles. Now, by using all of the DSP chips and specialised video processors in the Saturn, AM2 are able to produce games that are just as impressive as their PlayStation brethren. The new operating system means that all of the effort has been taken out of the important 3D routines. Now, AM2 can spend more time on the actual design and playability of the game — and it also means that development schedules should be a lot shorter.

But the most important aspect of the new OS is its sheer speed in rendering 3D — Virtua Fighter 2 is going at run at sixty frames a second — that's just as smooth as Tekken on the Sony machine, and indeed, the original Model Two arcade machine. Although some compromises might occur with the backdrops, AM2 are confident that the characters themselves will run just as smooth and as fast as the coin-op originals. The problems for the team at the moment concern the sheer amount of attacks, counter-attacks and throws incorporated for each character. AM2 are aiming for a game that's as close to the original as Virtua Fighter 1 was, so that means that every character's moves have to be included — that's an astounding 2,000 movements per fighter! Work has progressed since the press conference, and AM2 now have two fully textured, moving characters on-screen at once; Lau and Pai. The real work is going on to compress all those moves. We'll keep you informed every step of the way.

POWER OF THE SATURN

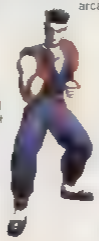


THE FIGHTERS

At the time of writing, only two of these characters have been converted onto the Saturn but rest assured all of the seven fighters from Virtua Fighter 2 are scheduled to appear in the conversion and they should look and move exactly the same as they do in the arcade

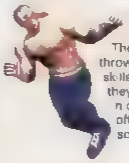
JACKY BRYANT

One of the best all-round fighters from the first game is a tad lacking in the sequel. Jacky's armed with various combination moves and suchlike, but playing him is a chore



AKIRA YUKI

Supposed to be the best character in Virtua Fighter 1 but turned out to be a bit of a turkey. In VF2, he's been substantially upgraded and is now the best of the best



WOLF HAWKFIELD

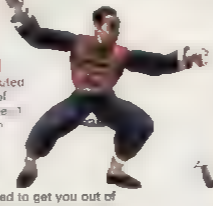
The character with the best throws has had his basic fighting skills beefed up a tad, but they're just a means of getting in close before finishing them off with a terrifying throw of some description

KAGE MARU

Another super-upgraded fighter. Kage couples flashy moves with unstoppable combinations, making him just as unstoppable as Akira. A deadly combatant.

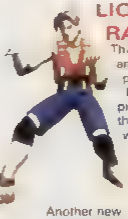
JEFFRY MCWILD

He's a bit faster than old Wolf and again he concentrates on throws as his speciality moves. It takes him ages to recover from performing special moves – one false move and he's history



LAU CHAN

The undisputed champion of Virtua Fighter 1 returns with even more annoying combinations designed to get you out of the ring in minimum time



LION RAFALE

This new character is a French aristocrat who's mastered praying mantis kung fu. Favourite habits include tripping you over and smashing the living daylights out of you whilst you're there

PAI CHAN

Defence is the most powerful form of attack – especially in Pai's case. Her counter-attacks are brilliant and she's one of the fastest characters in the game.

SHUN DI

Another new character. This sprightly 83-year-old martial arts instructor's totally unpredictable and extremely deadly – odd considering that he's totally drunk for the entire fighting duration

SARAH BRYANT

Take one of the most powerful fighters of Virtua Fighter 1 and give her extra speed and deadlier moves. The result? An incredibly aggressive – latent who's awesome in the right hands.

DURAL

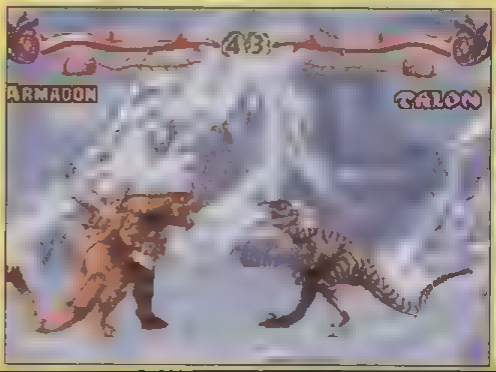
A robot designed to replicate Kage's mother Dural returns as the bonus character at the end of the game – only this time you fight her underwater. A cheat exists in the coin-op to play as Dural

THE BIG 3

In our exclusive work in progress look at Time Warner's Primal Rage conversion, we get to grips with dino sprites, tiny [illegible] and the first picture of the Saturn version...

SATURN VERSION FIRST PICTURE!

Just for your delectation we are proud to present the first screenshot of the forthcoming Saturn version. Although at an extremely early stage Probe are confident that the 32bit version will be virtually arcade perfect. None of the Megadrive restrictions regarding backdrops apply, ensuring a large graphics palette and full animation details, and the character sprites will be roughly 80% identical as their arcade counterparts. Probe are leading with the Sony PlayStation version and porting the graphics and code to the Saturn as and when new additions are made. Primal Rage on the Saturn is heading for a September release to be in with the machine's official launch.



URTH-A KITT

Prima offer seven combatants, each of whom comes equipped with a cluster of special moves and Fata ities. Not to mention a couple of extras hidden within the fighting code

CHAOS: A monkey mangler Chaos has the worst bodily habits this side of Mickey Methane (a man who spe cialises in lighting his farts and shooting peas from his bum-hole) The expert's choice because of his speed and power, keep an eye out for his 'Fart of Fury' and 'Power Puke moves

SAURON. A good all-rounder and the best character for combo usage. His relatively small size makes h m perfect for leaping attacks, and his 'Primal Scream' is more painful than the group of the same name

BLIZZARD: Hailing from the arctic wastes, Blizzard s the sec ond simian entry and is Primal's equivalent to good old Sub Zero He has the ability to freeze foes with his ch lly breath and pull huge ice geysers from nowhere which spike the ringpiece of any unfortunate foes

TALON. The fastest of all the characters, but sadly he lacks any projectile moves. His name comes from the sharp claws he wields which offer the player a shredding fatality which reduces their opponent to mince

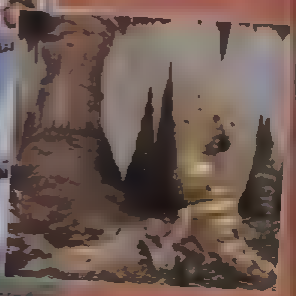
VERTIGO A cross between a Cobra and the long-necked Diplodicus makes for a devastat ing combination Her long neck allows for distant attacks, and the snake genes means she spits venom with ease Perfect for the novice Rager

ARMADON: A cross-breed between a Triceratops and count less other spiky dinos, and is sig nificantly weaker than the likes of Sauron and Vertigo, but his spiked back makes his special moves the most devastating in the game — particu larly the incredible 'Iron Maiden ,ump attack

DIABLO: Weedy at close range fighting, Diablo's Inferno setting ensures he packs sev eral fire-related special moves F reba ls and torches are the most visually impressive, but his incinerat ng Fatality makes them look like a lit

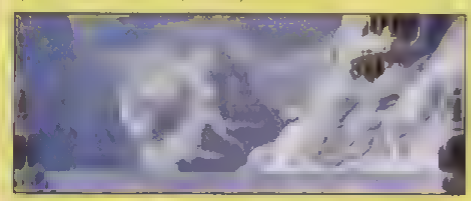
HIDDEN DETAILS

The primal coin-op is stacked with neat little touches, and Probe are aiming to recreate as many as possible for the Megadrive conversion. As with their Mk II conversion every Fatality and special move has been incorporated, and while there are less naive- than in the coin-op (due to the very large and sprites slow down when too many are on screen) it is still possible to pick in the air and eat for extra energy. Diehard fans of the coin-op may also be familiar with a bowling cheat which lurks within Armadon's level. We're not telling you how to do it (yet!), but there's a special move which wraps Armadon's spiky frame into a ball, sets up a load of skittles and allows the player to use him as an oversized bowling ball!

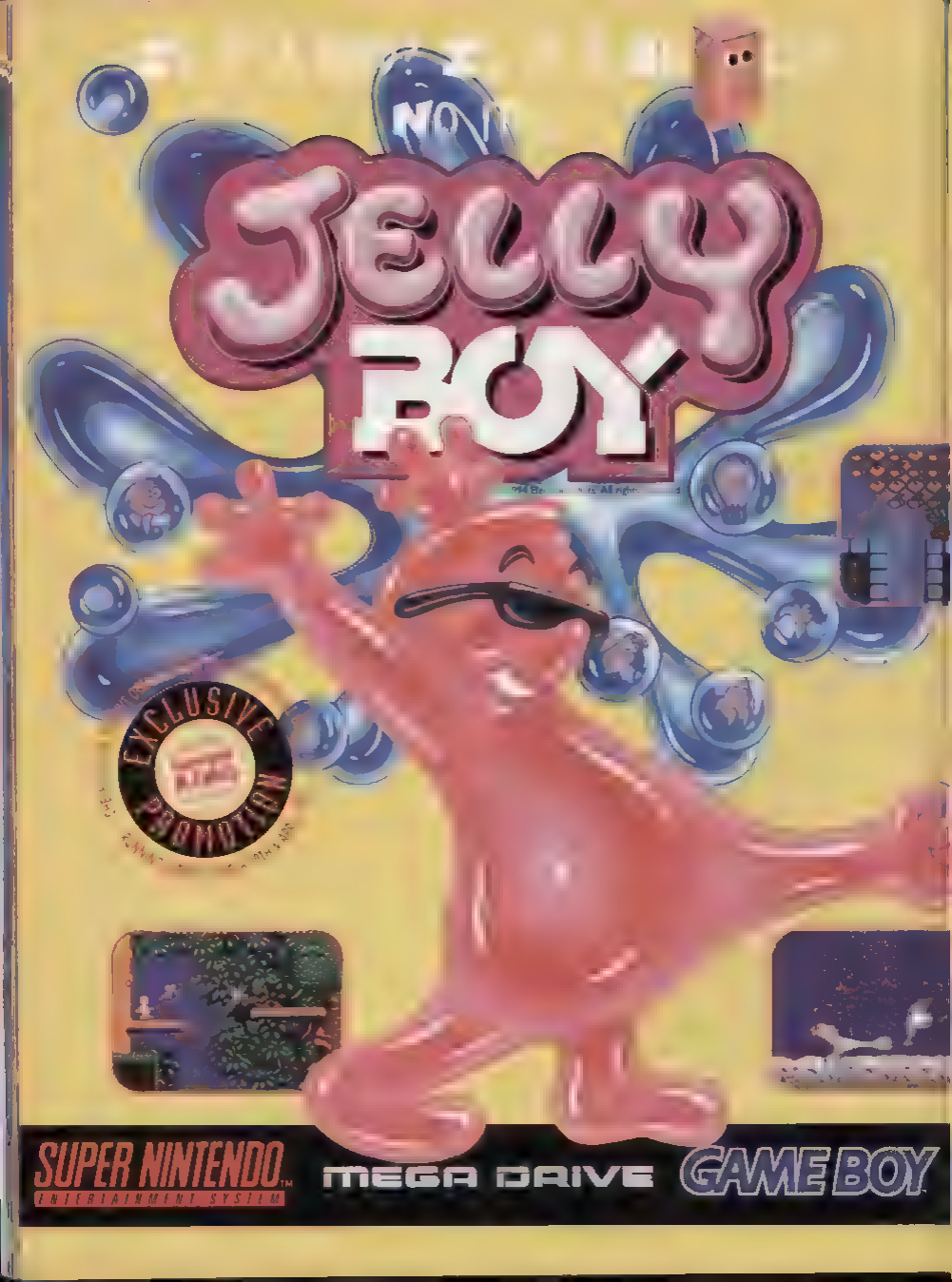


SETTING THE SCENE

With each character presiding over a different part of the new 'Urth', as such seven backdrops play host to the monster mashing for example Diablo's fiery breath is perfectly suited to his volcanic domain whilst Blizzard swings completely opposite and hails from a snowy wasteland. Each of these lands features a number of primitives who worship the home team, and one of Probe's greatest nightmares was compressing the backdrops down into the 24MEG Megadrive cart. Each of the coin-op's backdrop is fully animated with trees moving, skies and seas rolling and the said natives running around, and recreating this on the Megadrive involved several technical 'cheats'. Sauron's Cave level proves the hardest as it features a scrolling sky which dips into the horizon. If this was to be ported to the Megadrive, the moving sky would slow the movement of the central sprites. As such, Probe's artists redrew the sky from scratch adding a definite horizon which doesn't get in the way of the sprite animations. Better still, it's barely noticeable.



SEGA
MEGA DRIVE
32X
the GAME Is NEVER Over.
KNUCKLES' CHAOTIX


NOW
JELLY BOY
EXCLUSIVE PREVIEW
SUPER NINTENDO
ENTERTAINMENT SYSTEM
MEGA DRIVE
GAME BOY

WOT-A-BOY!

90%
Total
"A huge challenge with plenty of variety and you'll discover more each time you play it!"

"B rdering n the brill!!!"

90%
Mean Machines
"Jelly Boy is the most versatile platform hero to date. Playable and loads to do - the perfect combination.

Get morphing!"

90%
Total
"There's absolutely tonnes of challenges to get through on this tasty platformer - it's retained all the playability of the SNES version.

It's loads of fun too!!"

ocean

2 CASTLE STREET · CASTLEFIELD · MANCHESTER · M3 4LZ · TEL: [illegible] · FAX: [illegible]

WORK IN PROGRESS

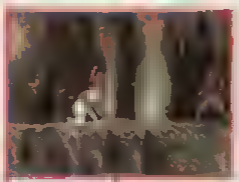
SHINOBI

What happened to the ninjas? Once it was Three Ninjas this, Last Ninjas that, even kiddie ninjas. Gus looked into the coming ninja revival — led by the grandaddy of them all.

Sega have been putting together Joe Musashi's comeback for longer than most Saturn games. The return of Shinobi was a pretty inevitable event, as the ninja games have been big hits on all Sega's other formats (apart from 32X and Mega-CD). In fact, the Revenge of Shinobi game has a place in the Megadrive Hall of Fame, with a massive 94% when it first arrived. It's still pretty playable.

Sega set out to produce a new Shinobi, showing off the Saturn's amazing graphic capabilities, but retaining very familiar gameplay elements of the previous titles. Lots and lots of side-scrolling shuriken-flinging action with the odd bit of ninja magic thrown in. At first play on this admittedly early version, it all seems very reminiscent of the previous games, especially Revenge, but this is probably no bad thing.

The thing is, the Saturn is suffering from the lack of a really playable platform game at the moment, and although these shots of Shinobi X might not astound in the same way as Clockwork Knight and Astal, you can bet your boots it's going to play a lot better. Joe is already shaping up as pretty athletic. He has a combination of jumping, sword and shuriken moves. Allowing him to parry the opponent's attacks, or launch a blistering set of moves. The enemies also show a high degree of intelligence — taking account of Musashi's moves instead of blind patrolling. There's also nice bits of gore with baddies being hacked into bloody pieces with your samurai sword. The seriousness with which this update is being handled is shown by the fact it has already been held up from a March release, as Sega seek to get it just right. Shinobi is set to ship this summer and looks like being an A-list title.



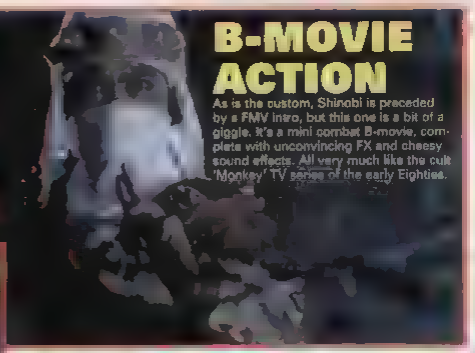
Joe seems to be having a few stomach cramps

Fighting for the last unreserved seats in standard class

Who knows the secret of the Ninja magic box

Tree climbing can be dangerous kids. Remember that

OBI-X



B-MOVIE ACTION

As is the custom, Shinobi is preceded by a FMV intro, but this one is a bit of a giggle. It's a mini combat B-movie, complete with unconvincing FX and cheesy sound effects. All very much like the cult 'Monkey' TV series of the early Eighties.

Spook effects, as Joe rummages through the dirty mind of a baddie

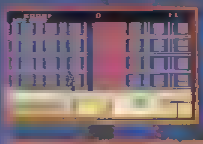
It's shurikens akimbo from the first level

LIFE OF JOE

To give you some background on the [illegible] character, we give a brief recount of Joe Musashi's previous outings:

SHINOBI (MASTER SYSTEM)

Looks incredibly simplistic, but remains one of the best games on the system. Spawned all sorts of imitations like Ninja Gaiden. The Shinobi game-arose out of an old Data East coin-op called Dragon Master.



REVENGE OF SHINOBI (MEGADRIVE)

Revenge took the Megadrive world by storm. Technically it still holds up against newer games. Brilliant effects and superb gameplay.

SHADOW DANCER (MEGADRIVE)

A [illegible] comp[illegible] [illegible]s of the predecessor.

SHI[illegible] (M[illegible])

Contro[illegible] [illegible] actual y reprogrammed on the strength of MEAN MAC[illegible] appeara[illegible] later. It's [illegible] more variety [illegible] isn't quite as memorable.

PHOTO REALISM

[illegible] graphics have the distinctive texture of digitised photos. The [illegible] and sprites look very much like photographs [illegible] with backgrounds [illegible] swamp or bamboo stalks or [illegible]

With the explosive release of Daytona USA, any other racer is condemned to chase the AM2 dragon. Or are they? With Grand Chaser, Gus sees racing heading in a new direction.

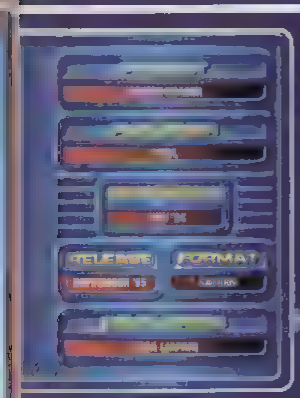
It's a myth to believe that new machines automatically means better games, as Sole Mates, one of the first and most pitiful of Saturn releases ably demonstrated. Even with hardware hookup like the Saturn's (perhaps especially with) programming ingenuity and skill are the most important elements of a game's success.

Sega have been putting together Grand Chaser as an original futuristic racer. No licenses, no expectant arcade following, but it does possess one big advantage over Daytona USA — an on-board, split-screen two-player mode, which is already functional.

And it has one other thing: [illegible]

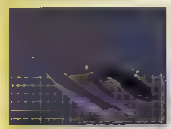
[illegible] game, Crash and Burn.

Sega Japan have almost completed the game, and a version presented to us at [illegible] most Saturn games [illegible] even though the graphics [illegible] official Saturn titles in Sega [illegible] in fact.



WORK SLED

Since this is set in the future (wheels being declared uncool sometime in the C21st) you pick from a selection of sleds, which float above the road surface. Incidentally, since when did sledge become sled? When I were a nipper we took our sledges out to the local hill in winter. The loss of the 'ge' is just another small loss in the quality of life. Anyway, these five sleds have been designed to offer a variety of driving experiences. They also have different levels of armour, which is important when someone is shooting at you. At the moment, the basis of a complex sled customisation process is underway, with the internal parts of the vehicle (transmission etc) shown as metallic looking polygons. Most things in this game come as polygons. The sleds rotate on the selection screen in that interesting-the new Ford-at-the Ma[illegible]

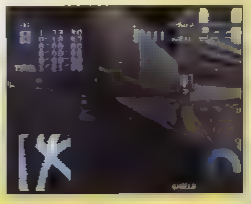


Note the centre mounted zip entry system.

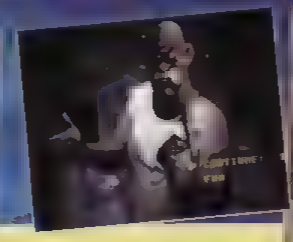
This is the meaty one with lots of armour.

FLOCK WALLPAPER

Texture-mapping raises its head once again in Grand Chaser. This particular weapon – Edge-reader jargon describes the use of bitmap designs to cover flat polygon surfaces to give greater detail and realism. The untextured polygons of Virtua Fighter and Virtua Racing look artificial next to those of Virtua Fighter 2 and Sega Rally. Think of it as a bit like wallpapering the set of Ce Block H. The technique is used in Grand Chaser to contrast the five different racing worlds upon which the tournaments take place.

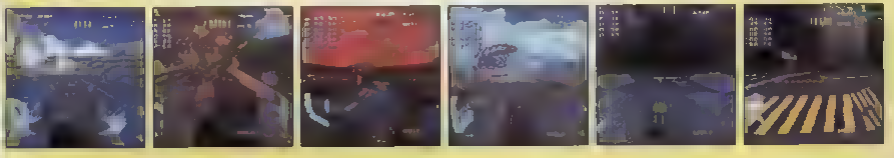


GRAND CHASER



MEZZANINE RACING

In a much-explored genre, it's gratifying to see some original thinking in Grand Chaser. Some of the layouts have paths running at different levels with a narrow optimum route rising above the slower main surface of the playing area. There are various split-level tracks, the most notable being the Forest World, which has a horrible five-pitch arrangement that decimates your shield, placed right at the start/finish line. Landscape features are not lacking, with an eye-catching waterfall on the very first track. The layout makes the most of the feature, taking the course through a watery tunnel through an arching bend in a chamber behind the waterfall. Oh, and there's a flying dragon on the sky world... but Sega are unsure if it will play any active part in the game.



SLED ON SLED ACTION

One of the last, and consequently unfinished features of the game is the two-player mode. It's split-screen, you know, University Challenge style, across the ten courses of the story mode game. Normally, the tricky part of such split screen modes is keeping the scenic detail of the full screen mode in each of the windows (effectively doubling the workload on the CPU). This seems to have been achieved with Grand Chaser, but the update is suffering as a result at present, making the race look jerky and difficult to control. Bear in mind this was an early 1995 version.

DODGY NAMES — FILE UNDER HERE

In Japan this game is coming out as Gran Chaser. Of course, such a silly thing could never happen here, and Sega moved quickly to add a face saving 'd'. But why do the japs have this thing about messing around with the English language? We give our own ideas at what recent titles suggest.

GRAN CHASER

Suggests Racing game where OAP contenders select from various electric kerb crawler shoppers and three wheeled pedestrian terrorisers. Alternative title: Coffin dodgers.
Actualité: Futuristic polygon racer for the Saturn.

PRO LEZ ACTION

Suggests Wrestling game pitting Family Fortunes and Price is Right hosts in battle for Beth Jordache vs the Band of Gold tag team.
Actualité: Erm, it does exactly what is says on the tin.

SUPER TRAMP CHASER

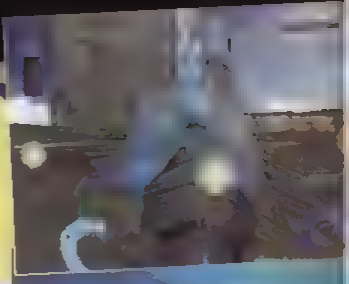
Suggests: As provisions buyer for a large burger chain you go in search of cheap meat on the streets, armed only with a sharpened brolly. Sponsor: The Big Issue.
Actualité: We haven't a clue, sorry.

PRETTY SOLDIER SAILOR MOON

Suggests: Members of armed forces in arse exposed, possibly court martial worthy, incident. Alternative title: Pretty Policeman Super Truncheon.
Actualité: Crappy SNES/Saturn beat 'em up.

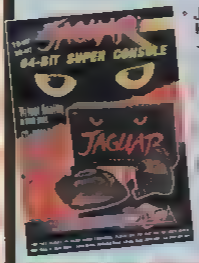
ALONE IN THE DARK

Alternative title: Crispy duvet - shit up! Enough examples, already.



AWESOME SOFTWARE

FREE
16 PAGE COLOUR JAGUAR NEWSLETTER



- JAGUAR HARDWARE
- THE FUTURE OF GAMING
- VIRTUAL REALITY
- CD ROM ADD-ON
- SOFTWARE REVIEWS
- WHAT'S COMING

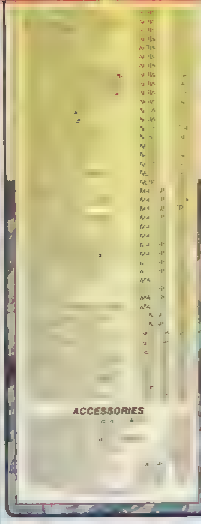
AND MORE..

[illegible] COUPON OR CALL [illegible] YOUR COPY

JAGUAR
THE WORLD'S ONLY
64-BIT
SUPER CONSOLE

NOW £40 OFF PREV SILICA PRICE

- 64 BIT DATA BUS
- 5 Processors
- 2MB 32-BIT RAM
- Spectacular 32-BIT Graphics
- Unique 360° Gameplay
- 3D Game Worlds - No Restrictions
- 16 7 Million Colours
- CD Quality Stereo Sound
- 17 Button Controller
- Plugs Straight into a TV
- Free Cybermorph Game



JAGUAR CONSOLE + CONTROLLER PLUS CYBERMORPH GAME

£159

INCLUDING VAT - JAG 1064

FREE DELIVERY

THE SILICA SERVICE

7 YEARS OF SERVICE TO YOU

SILICA

DEBENHAMS

PLUS TECHNICAL AND HEAD OFFICE

	BRANCHES AT	
BRISTOL		0117 929 1021
CHELMSFORD		01245 355511
CROYDON		0181 [illegible]
GLASGOW		0141 221 0088
GUILDFORD		01483 301300
HARROW	Tottenham Court Road	0181 427 4300
HULL	Prospect Street	01482 325151
IPSWICH	Westgate Street	01473 221313
LONDON	52 Tottenham Court Road	0171 580 4000
LONDON		0171-580 2000
LUTON		01582 21201
MANCHESTER		0161-832 4866
PLYMOUTH	Royal Parade	01752 266666
ROMFORD	Market Place	01708 [illegible]
SHEFFIELD		0114-276 8041
SHEFFIELD		0114-256 9779
SIDCUP		[illegible]
SOUTHAMPTON		01703 223388
SOUTHEND		01702 462426
THURNOCK		01708 863587

COMPUTER SHOPPER WINNER

COMPUTER [illegible]

PLEASE SEND A FREE JAGUAR BROCHURE

Mr/Mrs/Ms: Initials:

Surname:

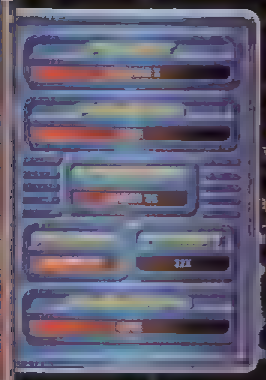
Address:

Postcode:

Home

Work

Which computer(s), if any, do you own?



Cos thought he had driven off those malicious Myrkoids of Soulstar for good with his toilet duck and Shake 'n' Vac bombs. However, a telex from Core HQ brought some ominous news...

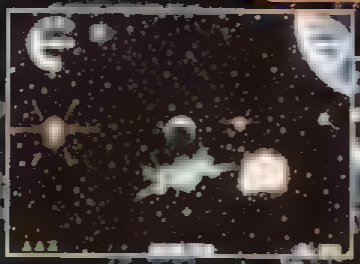
SOULSTAR X

They are most definitely coming back! The chaos inserted into bodies of Skyhawks, and all those associated the original story for the Mega-CD, stand with us (not you, using a 32X conversion engine that's currently used those plausible for attempting to produce original gameplay out of the Mega-CD.

Now the struggling with the limitations of the ASIC chip are done with, and Core are turning to the new challenges posed by those two Hitachi processors found in the 32X. Soulstar has been stripped down to its fundamental ideas — 24 levels of action set in and around a vast, hostile space station that has come to suck Earth dry. The big question is, will they get here before the Tories finish the job? (Ha! A politics joke!)

The designers point to any varying enemies, the early level 3D shooting levels and hi-tech 'copter and Walker exploration levels. But just in case that fails to whet the appetite sufficiently, they've included some lovely renderings that should tell the game will look like.

These are definitely the latest pics of the game, hot off the disk duplicator, though some previous publicity renderings were printed as previews in some foolish quarters. We think not. However, the delay in Soulstar X, and some other 32X Core stuff is down to work being concentrated on the PC CD-ROM versions, which commenced first. But as they are being compiled in 'C', a language similar to that used by 32X programs, the wait shouldn't be too long.



TACTICAL OPERATIONS

...a two player mode to ...operations ...interest to what was originally a ...lonely space ... The plan is to give one person jurisdict...on over weapon while the other navigates the sweets and misses the right turn offs. Well actually instead of the navigator duties, the second player controls the deployment of power to your space craft allowing you to deal with the problems in a ...

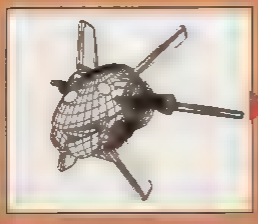
YOU'VE BEEN FRAMED

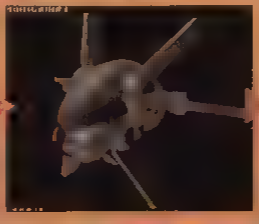
All Starfighter 3000 baddies have been rendered on Silicon Graphics workstations. Rapidly becoming the standard process for 32bit games, SGIs are high end computers starting at around £2000, supported by their own custom software. They render images from mathematical 3D representations which are then simplified for inclusion in the game. These shots show three progressive stages of rendering.

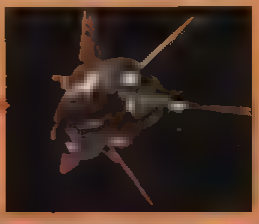
The simplest render that marks the dimensions of the object without giving it any surface or texture. Images can be created and manipulated quickly, so this render is used at the design stage.

This render gives the image a solidity by assigning a colour to each of its surfaces. The colours vary in their relation to imagined light sources shining [illegible]. Used a lot in advance [illegible]

An advanced render that applies textures and details to the surfaces and advanced light sourcing effects like reflections and refractions or transparencies, maps, or photo realistic [illegible]







PREVIEWS

MYST

Play Game
Load Game
Options
Demo Mode

BY SUNSOFT

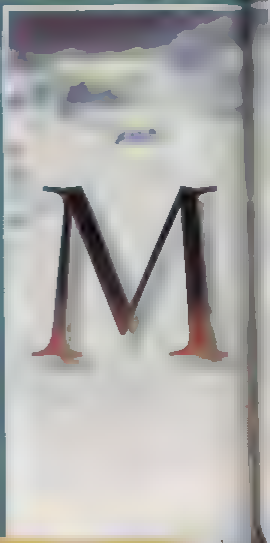
GAME TYPE ADVENTURE

1 PLAYERS

PRICE TBA

RELEASE TBA

COMPLETE



TREE OF KNOWLEDGE

The first island is a pivotal point of the adventure. At its heart is a library. Many of the books are charred, but [illegible] offer invaluable assistance. Next to the library is a personal planetarium which will display constellations for [illegible]

THE GYRE MYSTERY

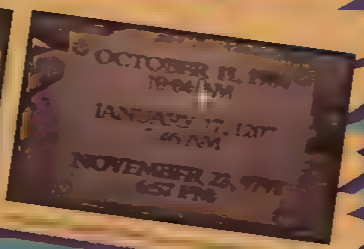
MYST™

OPEN YOUR MIND

Myst as a game is entirely puzzle driven. There are no dragons, no baddies, no deaths and no credits. Success is measured in progress. Progress is made when you reach a new location and work out the purpose for one of the many machines you see. Although the puzzles are complex, the control is a simple point and click interface. The graphics don't scroll – they are made up by a series of locations like screen flicks.

PLAY MYSTY FOR ME

Myst has been created from the original Mac game which took over two years to develop, considered a classic and [illegible]



BY: INFOGRAMES

GAME TYPE: PLATFORM

RELEASE: JUNE

PRICE: TBA

1 PLAYERS

16 MEG

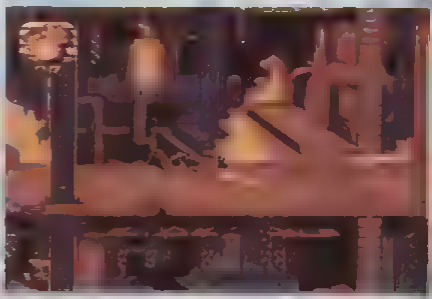
COMPLETE

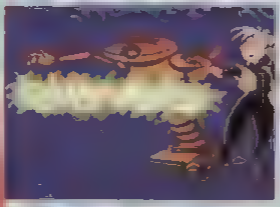
French 'maison de software' Infogrames seem to make an industry out of creating unlikely platform stars. Earlier this year, Les Schtroumps (Smurfs to you and me) got the treatment, now it's the turn of Spirou, a hotel bellboy with a penchant for adventure. And a pet squirrel.

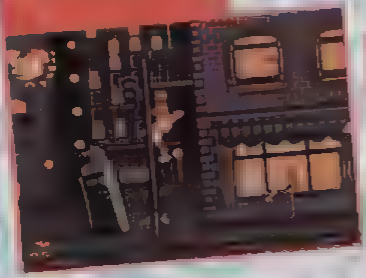
Spirou adapts surprisingly well to the globe-trotting nature of this sprawling platform game, considering he never leaves an eight by eight foot elevator most days. But needs must as the evil works of a wicked female baddie threaten the entire world. How typically enlightened of our continental chums to be gender blind when it comes to dastardliness.

Spirou, the Megadrive cart, is being timed to coincide with Spirou, the TV cartoon show starting its run on the much watched Children's Channel in June. Originating from France, the show hopes to have similar success on this side of the Channel, with Infogrames reputation for high-quality animation being put to the test in the licensed scene.

The game's graphics, level layouts and presentation are all in place, with only the final tweakings of gameplay under consideration. At the moment, Infogrames claim it's very hard and the intention is to maintain the level of challenge. All in all, Spirou is looking like an effective warm up for Infogrames' other big summer platformer, Tintin in Tibet.

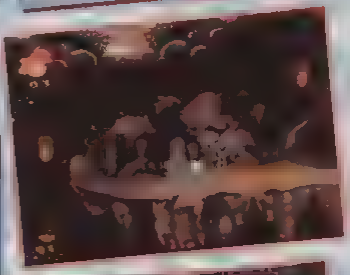






ROU

RAIDERS OF THE LAST CLICHE



PARODIUS

BY KONAMI

GENRE TYPE SHOOT 'EM UP

1-2 PLAYERS

RELEASED MAY

COMPLETE

'Deluxe' is one of those naff English words that only foreigners who 'no speako da lingo' and burger chains bother to employ. With all due respect, the great games company Konami fall into former category rather than the latter, although they have made a few 'whoppers' in their time (Geddit!).

That's as may be, but now 'Deluxe' has found its way into the title of Konami's first Saturn title Parodius Deluxe Pack which debuts (not a moment too soon) in May. Although it appeared just too late to be fully reviewed in this issue, we thought we'd bring you an overview of the what's likely to be the best shoot 'em up for some months.

Parodius is a bit of an old tart in video gaming terms. She's been around a while, and bestowed her charms on various machines. Konami originally produced arcade Parodius as a fun p'take of their side-scrolling Nemesis and Salamander shoot 'em ups. Although the game design was very similar, the serious spaceships were replaced by flying penguins, laser-spitting octopii and interstellar bees wearing boxing gloves.

Its success was such that a memorable SNES conversion followed (unarguably still one of the best shoot 'em ons on the machine) and the Twinbee characters spawned their own series of arcade/console adventures. But that's another story. We join the tale as Konami revamp the game for the superconsoles – improved graphics, CD sound, more levels and a host of new player characters. And it's a little quite exciting.

ON AND ON AND ON...

Deluxe Pack offers a stunning choice of eight players. All of these are quite different, as they all have different power-up potentials. For every token you collect, a new power becomes available. The technique of combining powers together to create a devastating attack wave is the key to conquering Parodius.

ONE FLEW OVER THE CUCKOO'S NEST

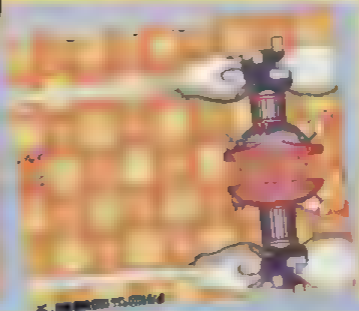
Parodius is a bit sly, a bit saucy and a bit naughty in equal measure. All the conventions of a blaster are in there, and the gameplay is taken ultra seriously, but otherwise most of the enemies, especially the bosses, are plain dumb.

SILLY!

The first boss you encounter is a pirate cat with a ship's body. Or is it a pirate ship with a cat's head? Anyway, it cows. Exhibit B: the blow-fish boss, which employs some impressive spatial scaling.

SAUCY!

Quite a few skimpy costumes and bras. On the carnival level you meet a huge showgirl clambering about the screen awkwardly. The game involves you making your way between her legs, carefully avoiding her death dealing thighs.



NAUGHTY!

Confrontations with scantily-clad guardians who groan under the onslaught of your lasers. One is shielded only by a thin layer of terry towelling, which you have to persuading her to drop. And you can play as a pig with an Elastoplast over its private parts.

EARTHWORM JIM

They said it couldn't be done. "No," they shrieked, "It's absolutely impossible." But Virgin didn't listen to such negative vibes (man), and are set to continue the recent trend of rather topper Game Gear games by porting Earthworm Jim over to the little battery gobbler.

That rotten crop-worrier Psycrow's plans to retrieve his suit from the limbless hero has been reduced to fit into the relatively humble Game Gear, with converters, Eurocom, lifting the strongest elements of the 16bit game and compressing them into the Game Gear. As such, Jim's ongoing mission to rescue his good lady whilst retaining his new-found suit, now spans levels which, whilst lifting key scenes from the Megadrive game, offers new layouts to existing themes — with old faves like 'Launching The Cow' and Andy Asteroids offering light relief from the blasting and collecting action.

The Game Gear code is virtually complete with Virgin now entering the bug-testing period, and this shrinky-dink EWJ should beam into shops in the middle of June.

This geezer is...

...completely off his trolley..

...in our humble estimation

the GAME SHACK

5 WOLVERHAMPTON ST. DUDLEY DY1 1DA

01384 242514 01384 242513

Mail Order Enquiries

TITLE	New	Used
Aladdin	14.99	11.99
Alien 3	4.99	9.99
Aggassi Tennis	4.99	9.99
Animaniacs	14.99	11.99
Another World	4.99	9.99
Barkley Shut Up Jam	4.99	9.99
Bulls vs Lakers	4.99	9.99
Batman Returns	4.99	9.99
BOB	4.99	9.99
Body Count	29.99	5.99
Boogerman	34.99	24.99
Bonkers	29.99	19.99
Cannon Fodder	4.99	29.99
Desert Strike	24.99	19.99
Dragon	29.99	19.99
Dr Robotnik's MBM	29.99	19.99
Dune	34.99	24.99
Earth Worm Jim	39.99	24.99
F1	24.99	19.99
Fatal Fury Tides of T	34.99	24.99
Fifa Soccer	24.99	19.99
Fifa 95	29.99	24.99
Gauntlet 4	4.99	9.99
Jungle Book	29.99	24.99
Jon King	19.99	14.99
Lost Vikings	4.99	9.99
Mortal Kombat	4.99	9.99
Mortal Kombat 2	34.99	24.99
Mickey Mania	34.99	24.99
NBA Jam TE	24.99	19.99
NBA Jam	4.99	24.99
Pagemaster	34.99	24.99
Power Rangers	29.99	20.99
PGA Golf	34.99	4.99
PGA 1	4.99	24.99
PGA 2	4.99	24.99
PGA European	24.99	4.99
Pitfall	24.99	4.99
Rise of the Robots	4.99	24.99
Pyotr	4.99	29.99
Robocop vs Term	9.99	14.99
Sensible Soccer	24.99	19.99
Shining Force	34.99	24.99
Urban Strike	24.99	24.99
Virtua Racing	4.99	34.99
WWF Raw	24.99	19.99

Please call for a quote

All the Latest Titles are available Please ring for all the latest release dates.

Please ring or write about any title

We accept all major credit cards including Select & Delta. Business copy fax £2.50. Most titles are in stock but are subject to availability. Please note all prices or lists at press. Please add £ 10 P&P for your first game and an additional 50p per game after. We can beat most of our competitors prices, call the hotline to see if. Game Shack reserves the right to refuse any P/E without reason. Only genuine or good condition will be accepted, with box & instructions

GREED IS GOOD!

SAVE AS MUCH AS POSSIBLE!

SHOP AT GAMEPLAY

NO.1 FOR PRICE, CHOICE, QUALITY AND SERVICE

TEL: 01924 473157

OR SEE OUR FULL PAGE ADVERTISEMENT ON THE INSIDE BACK COVER

WE ALSO OFFER FREE MEMBERSHIP

35.99 19.99 36.99 25.99 11.99 19.99 35.99 47.99

MEGADRIVE GAMES

NEW GAMES

MEGA GAMES

32X GAMES

MEGA CD

ATARI LYNX 2 HANDHELD

LYNX 2 + BATMAN RETURNS 29.99

MAINS ADAPTOR

LYNX SOFTWARE

NEO-GEO

NEO-GEO CD WITH FATAL FURY 3 AND 2 CONTROL PADS 379.99

STATE-OF-THE-ART CD BASED CONSOLE!

HEAVY discounts
HUGE range
Phone to 9pm Daily
CHEQUE & POSTAL
Fax 01279 726842
(you'll be back to confirm)
Win a Sony PlayStation
Free competition to members
See the Club Magazine

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

MEMBERSHIP FEES	UK	EC	WORLD
ONE YEAR (12 ISSUES)	£7.00	£9.00	£11.00
SIX MONTHS (6 ISSUES)	£4.00	£6.00	£7.00

Overseas orders must be paid by credit card

Overseas surcharge £2.00 per software item or 25% on other items

CHAD

Name & Address

Postcode

Machine

Enter membership number if applicable, or NEW MEMBERSHIP FEE ANNUAL UK £7.00

1st Class Post 50p per posted item or £10 hardware

ALL PRICES INCLUDE UK POSTAGE & VAT

Cheque/PO Access/MasterCard/Switch/Visa

Make Cheques payable to

SPECIAL RESERVE

PO BOX 847 HARLOW, CM21 9PH

Or FAX a credit card order on 01279 726842 and we'll FAX back

MEGADRIVES FROM 99.99

MEGADRIVE WITH EURO CLUB SOCCER 99.99
MEGADRIVE WITH SUPER KICK OFF 99.99
MEGADRIVE WITH SONIC 2 99.99
MEGADRIVE WITH LION KING 109.99
MEGADRIVE WITH VIRTUA RACING 149.99

NEW LOWER PRICE FOR SEGA 32X

SEGA 32X EXPANSION MODULE 249.99

MEGA CD BUNDLES FROM 99.99

MEGA CD BUNDLES WITH 8 GAMES INCLUDE
SOUL STAR, PRINCE OF PERSIA, COBRA COMMAND, COLUMNS, SUPER MONACO GP, WHEEL OF FORTUNE, GROUND ZERO TEXAS & REVENGE OF SHINOBI

MEGA CD 1 WITH TOMCAT ALLEY AND 8 GAMES 199.99
MEGA CD 2 WITH TOMCAT ALLEY AND 8 GAMES 249.99
MEGA CD 2 WITH FIFA SOCCER AND 8 GAMES 219.99

MEGADRIVE EXTRAS

ACTION REPLAY PRO CARTRIDGE
COMPETITION PRO JOYPAD
FIGHTER STICK MD6
FOUR PLAYER ADAPTOR
LIGHT GUN (MEGADRIVE PLAYER 1)
LIGHT GUN (MEGADRIVE PLAYER 2)
LOGIC 3 SPEEDPAD SG
PHASE 9 GRADUATE
SAITEK MEGAMASTER SG6
SAITEK MEGAPAD X
SONIC CUDDLY TOY
TAILS CUDDLY TOY

PAUL'S TIPS

Greetings noble tipsters and welcome to a riproaringly packed edition of tips, cheats, hints, and Player's Guides to satisfy even the most ravenous gaming appetite. Take a peak at the outrageous Daytona cheats direct from Japan; drool over the selection of level codes and cheats from the most up-to-date games on the market; and fulfill your RPG fest Soleil hunger with the final part of Gus' pixel perfect Player's Guide.

To have your efforts included in the tips hall of fame, send them into GET 'EM WHILST THEY'RE HOT AND SPICY TIPS, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

32X

125CC AMATEUR

1 CAAAAAAAJA
2 ...wwwEKAgnA
3 ...tgRiGNA JB
4 4 ...RiEs.wAw.B
5 ...Sg...ZAMKC
6 ...AJTCO1AO..C
7 7SSznOnAU..D
8 ...dPsk.7tA8.D
9 ...8kF...vAxMF
10 ...A16F522A..E
11 ...Wazm.N.9AoNF
12 ...Fqt3.eDBM..F

250CC EXPERT

1 EDAAAAAAA..J
2 ...vAvAA..EKA...xG
3 3Wu.vBDHOA..JH
4 4...#4x.eK.AogH
5 ...IB.CNnOAQK..
6 ...T...NP..AQnJ
7 ...CLaC.Sn.AcL..
8 ...Yd60.OsAASs..
9 ...xFrW.AgMK..
10 1...#G..rsZ1AQ.K
11 11...WrmN.5ACN..
12 1...JunoPg.AB...

500CC SUPERBIKE PRO

1 AuDAAAAAAA.M
2 2WwwBE.JA...M
3 3mOxCGPAC..N
4 4.I2wBEkxA4.N
5 5...KuJPrAKYC..
6 6...ZnRuuS.A4qO
7 7...qBnvtAgLP
8 8...AE.uRZ1AEaP
9 9...CayOKe9AKMQ
10 10...jdg1LgGEBtQ
11 11...HDLmM.QBkNR
12 12...fOj2OoWBE..R

SATURN

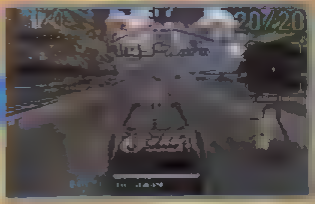
PLAY AS UNA THE HORSE!! PLUS KARAOKE FUN FUN ALL THE FAMILY!

Prepare to enter the strange world of Daytona USA. Bizarre as it sounds those kerazy guys in AM2 have decided not to opt for the souped mega turbo Lotus with fuel injection instead to allow everyone to play the chance to race all of the courses as Una one of the cyber horses from the Pegasus Pasture Daytona USA ties. Steven Davis Mark Haste and Gareth Davis have discovered this bizarre event and now can reveal how to access it just for you.

Firstly you must complete first race of the courses all Normal Skill and Normal Beauty Level using any of the cars. Now you must come first in Arwicad in the black Automatic car (Accelerator and Gear Box) if you have been successful you will be greeted with an animation sequence saying Daytona Una Mode and Automatic Mode!

KARAOKE CHALLENGE!

When the going gets weird the weird turn pro and this is certainly true of some of the more wilder those guys in AM2. Not satisfied with providing us with the ultimate arcade racing game to grace our living rooms they've only gone and included a karaoke level in the game. Yes that's right David Heather from Leighton Lancashire has written in with the incredible news and here's how you activate it. While picking the course and transmission on the Arcade Racing Mode screen and when the game starts press the C button. Get singing.



32X

STOP THE TIMER

Top 32X jedi Matt T... from Abingdon Oxon has been scouring the depths of the galaxy and has come back with a cheat to stop the timer on this super smash blaster. To stop the pesky timer simply start the game and PAUSE the onslaught. Now press DOWN B UP RIGHT and LEFT. In the spirit of the Rebel Alliance, Yahoo will inform you of the successful completion of your mission. May the Force be with you.

MEGA-CD

ALL LEVEL CODES

Hurrah! Long gone are the days of tapping in reams of codes as instead these guys at Shiny have created a whole new password system for every level. And luckily they've sent me the complete solution just for you.

ASTEROIDS ONE ORANGE ATOM GUN COW COW
HECK ATOM FAUCET GUN COW ORANGE
BIG BRUTY ATOM ORANGE ATOM COW FAUCET
ASTEROIDS TWO FAUCET TV ATOM COW HYDRANT
DOWN THE TUBES HYDRANT ATOM GUN HYDRANT JIM
ASTEROIDS THREE ATOM ATOM COW ATOM COW
BUNGEE ORANGE HYDRANT FAUCET GUN COW
ASTEROIDS FOUR COW JIM TV TV ORANGE
LAB COW COW FAUCET COW FAUCET
ASTEROIDS FIVE HYDRANT HYDRANT ORANGE ATOM ORANGE
PETER PUPPET FAUCET HYDRANT ATOM ORANGE ATOM
ASTEROIDS SIX COW JIM COW HYDRANT FAUCET
INTESTINES GUN ORANGE HYDRANT COW TV
ASTEROIDS SEVEN GUN ORANGE FAUCET GUN TV
BUTTVILLE ORANGE COW ATOM ATOM COW

MEGAD

AN APOLOGY!

Last month I printed two totally excellent Probotector cheats. These cheats were tested on the American cartridge on which they worked. But for one reason or another Konami decided to remove the cheats from the European versions. Don't ask us why, all we know is that there are absolutely no cheats for this version. Sorry!

LEVEL CODES

Oz is the founder of many a worthy cause, but banning the rest of the team from nuking the Lemmings is taking it a bit far. The next cheat therefore has the Oz seal of approval as I quote "It's unnecessary slaughter of the small furry things. Cheers a bunch. Kate vanBeek from London"

CLASSIC IPNNAPJHMLOFPEHHLLBOLP
BEACH PDBGBLJFMOGJLFFLONBHJL
CAVE OHLPOHPHPNPPAAEAEADACA
CIRCUS MLJNNCGLLGNLCODHKLNNPC
EGYPTIAN HBNPPBPJHNPOJPNPPHPPAA
HIGHLAND NGHDLKNNCPLHOLPNADIDMB
MEDIAEVAL PFKANAKHEFKCNJKEPKNE
OUTDOOR DCCFBMIHEBCCFJEELCGED
POLAR EPDPLPOPPPAAACACLAIAGA
SHADOW FNUNEHCDNKAFBCJNEKEF
SPACE KEDMCGBHNMHGEHCFJLMGG
SPORTS LOPGHPMBOBHBPIJMFODHLP

DRIVE

STORY OF THOR

BEST PLAYERS AND SOUND TEST

Story of Thor really had those review jaws dropping a couple of months ago so expect it to Player's Guide in the not too distant future. But in the meantime, young Vince Lambert from Spalding comes forth with some novelties to keep you going. To access the best characters go to the Title Screen (the one with 'Press Start'), hold B, and press Start for the best five players. Alternatively go to the Diary Screen, pick an empty page, and press B and START to amuse yourself with a Sound Test.

REN AND STIMPY'S INVENTION

MEGADRIVE

LEVEL CODES

Heavy Stessempy wee've got some teeps for our decidedly uninventive game to help out all those poor people who invested their hard-earned cash in this rubbeesh! Say a big thanks to Paul Rogers...

NEIGHBOURHOOD — [illegible]
- 000WD
THE ZOO — [illegible]
VSQJ4WW
THE CITY — [illegible]
[illegible]WWE
THE POUND — [illegible]
V2042W0

LEVEL CODES

Head out on the Road Rash highways and byways with these level codes supplied by Aoki Maguro of London

LEVEL 1
BK21 2005 $4120 (EXCLUDING BIKE TRADE)

LEVEL 2
6B01 2701 WITH NEW RAT BIKE
N020 2611 RAT BIKE PERFORMANCE UPGRADE, AND $2670 EXCLUDING TRADE IN
3Q41 A6TC RAT BIKE PERFORMANCE AND TYRE UPGRADES AND $7530 EXCLUDING TRADE IN

LEVEL 3
500 3DOV NEW PERRO BIKE AND $2330 EXCLUDING TRADE IN
BVA1 RDPS — PERRO BIKE AND $15250 EXCLUDING TRADE IN
6K60 3NTB NEW MEDIUM NITRO BIKE AND $19310 EXCLUDING TRADE IN
7M01 RNTE NEW MEDIUM NITRO BIKE, ALL UPGRADES AND $1790 EXCLUDING TRADE IN
T3U1 RCTS PERRO BIKE AND $43290 INCLUDING TRADE IN
TV83 RDTJ PERRO BIKE AND $56330 INCLUDING TRADE IN
DH00 RTTC DIABLO 1000 NITRO, ALL UPGRADES AND $21340 INCLUDING TRADE IN

LEVEL 4
784 SM07 OK NITRO BIKE PERFORMANCE UPGRADE AND $8790 EXCLUDING TRADE IN
D340 SS0D — DIABLO 1000 NITRO, ALL UPGRADES AND $5340 EXCLUDING TRADE IN

CHEAT CODES

Here [illegible] he's round, he bounces on the ground [illegible]elly Boy! Jelly Boy! If you read last month's review you'll know we thought Jelly Boy was something pretty special. So [illegible] the time honoured tradition we have the [illegible]des to give you a helping hand through some of the [illegible]ger stages.

[illegible]VES WMCTLH WMFPDD RWTNWW TTCTLW
[illegible]VES STSHTY NRTCLW FHSMGS SHLWTN
ONE NOTE EVERY MAP YRRTLM WFCMQW
RBVCBW RCGHWD
ALL LOCKS OPEN MTBCNM MTGWTT PMYWTC
TSMFTM
CHEAT RHMHCP SHTWHW MFMTHT SCHMLM

LOSER OF THE MONTH

SHOCK HORROR! SADDO SENDS IN DAYTONA VIRTUA RACING DELUXE CHEAT!

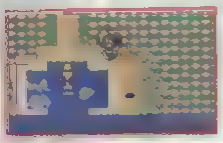
For all of you crazy heads who read our stupendously good sister publication, Sega Magazine, you may remember the 'exclusive' cheat they published in April's edition to control one of the cars from Daytona USA in Virtua Racing Deluxe. For the benefit of our un-Sega Mag believers the cheat claimed you could start a one-player game with the stock car and spell out the letters D, A, Y, T, O, N, and A on a piece of tarmac to the left of the bridge. Once you'd completed this successfully, the familiar 'Gentlemen start your engines!' sounds and you can play the first track. Quite clearly this was a pretty elaborate April Fool, and anybody who fell for it would have to be extremely sad. But to take the biscuit Kabir Hussain from Aston, Birmingham sent in the cheat to my tips desk! Not only is it uncool to rip off cheats from other mags, but to insist he'd seen it and to check you can ring AM2 is

Soleil

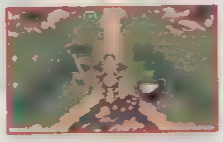
SOLUTION PART 2

SAINT HEAVEN

1. The first chamber of Saint Heaven is of no gr sequence. Follow the map over the page to reach the next [illegible] Heaven.



[illegible] must make leaps of faith on invisible platforms. The [illegible] room is secured by a spot that only one of your animals can breach. Trace the outlines of the previous [illegible] platforms to find your [illegible]



octagonal path ringing it. Jump on the four corner tiles to unleash the dragon. His vulnerable area is the head. Best tactics are to lure the Dragon to bottom of the screen, then [illegible] at from above. [illegible] defeated, he [illegible] you the [illegible] of Babel. You have regained the power of human speech. Talk to the guard and watch the butterfly emerge. Direct the sword into the niche to operate the switch.

A LINK TO THE PAST

[illegible] cross the lake between [illegible]a and Rafflesia for seed). Go to the king and [illegible]

[illegible] direction to open a stairway in the town moat – for a glowing apple. Now go to Dahlia [illegible] butterfly you can release the boarded hole and

[illegible] ... Return to Level town [illegible] the House for

ANIMAL FARM

your surprise, ...ter again. After talk... return to the new ... carrying the dog as ... your animals. He

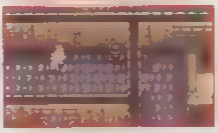
...ll spot the second ...mother is an imposter, who reveals herself to be a doppleganging racoon who joins your team to become one of its most useful members.

5. Go to Iris and talk several times to each of the townsfolk. You'll hear the story of Dorothy, the red shoes and the cyclone lawsuits at the rea...

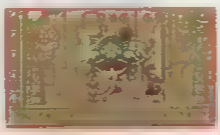
MGM?! With this new knowledge go to the large hole at the North and following the plant's instructions, peer over the edge. Said cyclone comes to whisk you back a few years.

6. The magic shoes are hidden in the chest in the town, but still unattainable. Go East to the animal village (where the beavers live). In their place is an armadillo. Use the plank to stand beside him and talk. He joins your group, allowing himself to be used as a plank. With him as a stepping stone you can reach the magic shoes, and automatically return to the present.

DESERT ADVENTURE



... to the townsfolk and ...ey will say something about Camellia Desert. Head to the deserted settlement in the desert, and you will now find access to the temple area. Talk to the people in the assembly room and they instruct you about the Awakening powder. Ascend the t... until you come to young ...ptive. They ...

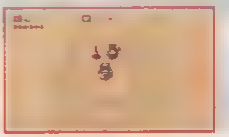


... to look ... the hidden gaps in the wall, revealed by a lighter shade on each side (ghosts also pass through). You will need to use the armadillo as a platform to cross the larger gaps. At the top of

...he tower follow ... retrieve the Awakening Powder. Now the chamber to the left is open.

... ... followed by a rush by his ... the raccoon ... fool the minions although it will not confuse him. After ... the Chameleon ... bird joins your party, with the ability to strengthen ... powers of ...

... you try to leave the ... you will be intercepted and captured. ... you share a cell with ... and the only exit is located at the top of the room, revealed by a patch of light before it. Leave the palace and talk to the young man with the glistening smile. Now you are back at the Oasis. Leave for Burn Daisy, and retrace your steps to the bird shaped platform amidst the lava. The frazzled offering you saw

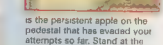


earlier is now one of the last surviving Dodos. His remarkable power comes in useful if you go back into the walled chamber with the two strange ... out of reach. By ...ping the ... across, you go to battle with the Puppet Master. Enlist the help of the lion. Four fiery sword will destory the puppet, if you can aim it at the crotch. Then the Puppet Master is vulnerable as he sets about retrieving the pieces. Catch him with a charged fire sword to do extra damage. Once ...ished, you are ... of Burn Daisy again.

LEARNING

again

12. Visit the hut on the right and talk to all of the monkey's pals. That will revive him, he expresses his gratitude and you return to the present. Leave the town. On your right

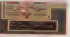


is the persistent apple on the pedestal that has evaded your attempts so far. Stand at the fence to its right. Use the butterfly to hit the red switch, then combine butterfly and Dodo to retrieve the apple.

13. Enter Dahlia valley from the bottom. Use the fenced off waterfall, as you did to retrieve the cash bag. You can enter the mountain at the bottom. The next section is a straightfor

ward maze, though you will need to use the combined powers of the cheetah and Moa bird to jump along the mud flows. Finally you reach a chamber with the mother monster – a huge heart susceptible only to the combined forces of fire and ice in your sword.

14. Your next stop is Soleil Town. The townsfolk are in the church, but the monsters have escaped from the dungeon. Go upstairs to the King's room, then follow them to the church. Talk to them, leave the church then follow the King's men back inside. Return to the castle and speak to the King. Finally, leave the castle and examine the sign at the fountain site. It proclaims a statue to be built in your honour – but you now think differently because of the monsters' feelings. You return to the present.

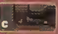


SETTING TO RIGHTS

15. Go [illegible] left of [illegible] new [illegible] gree[illegible] cha[illegible] bla[illegible] swi[illegible] and [illegible] You [illegible] of th[illegible] this [illegible] geo[illegible] ani[illegible] so[illegible] ne[illegible]

A) [illegible]

B) [illegible] jump [illegible]

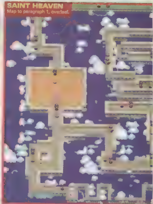


C) [illegible]

D) C[illegible]

E) [illegible]

Th[illegible] five characters [illegible] es. These are entered through a series of portals.



PORTAL

1) In this room, prime a set of tiles by running across them. Use the racoon decoy to position the boss. Then by running over another tile, you set off a spike trap. The tiles reset and must be primed again for another attack.

PORTAL

2) A simple Pac-man style game. Simply gobble the hearts to destroy the monsters.

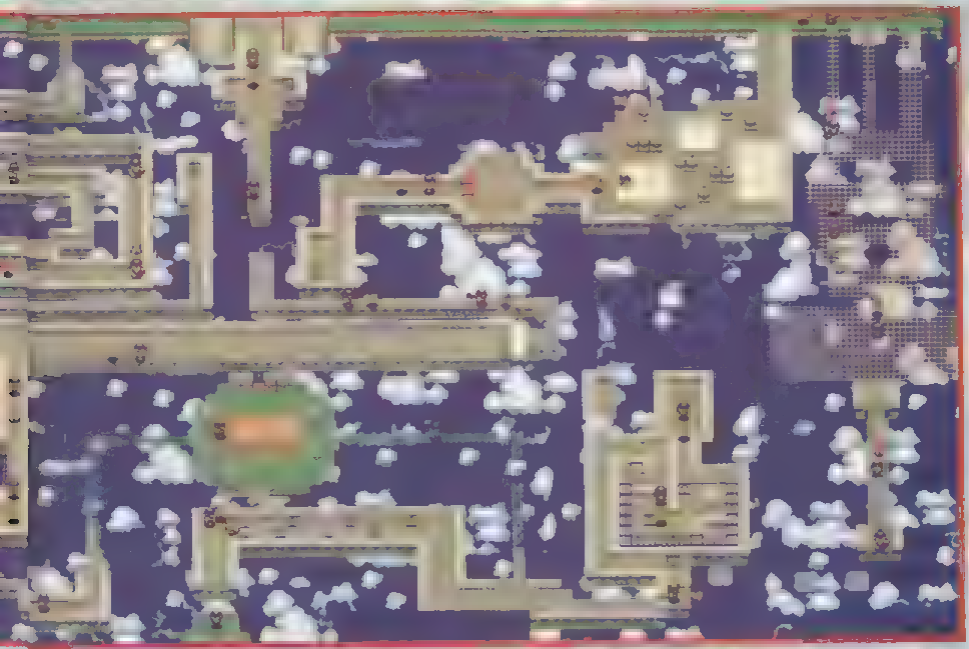
PORTAL

3) You face a deadly groping session on a slippery floor. Again, the fire sword proves the most effective way to

destroy the monster, and the touch of the hands themselves is not fatal. Avoid being pushed by jumping against their attacks.

PORTAL

4) The protagonist eye hides behind a tiled floor, making surprise attacks. Use your sword

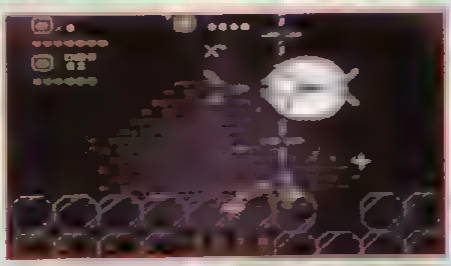


to temporarily shift the tiles allowing to keep track of the eye's movements. When above the tiles it is vulnerable

PORTAL

5) The musical note strikes the floor, creating a motion to sweep you into the surrounding spikes. Use the combination of

lion and Moa bird to power your sword, and quickly change to dinosaur every time the floor begins to change



FINAL PORTAL

The energy spirit is pretty easy to defeat. It releases energy spheres that both attack you and remove the floor tiles. First choose the dodo, as that draws the spirit's vulnerable eye to the surface. Switch to the fire sword to do damage. Return to the dodo each time the eye disappears. With the spirit defeated, the portal to the monsters' own world is opened, and they are sucked through

EPILOGUE

You return to Soleil Town. A new harmony replaces the old aggressions — a goddess of Peace replaces the statue of a warrior. One task remains before you can leave the town and end the game. You must find Johnny, your missing dog. You'll find him in the King's chamber, chatting to the puppy. When you leave the town, all your animal band join you for a walk. It's a subdued, but satisfying end to a rather great game.

SNATCH

Strange rumblings have been afoot in Uptor. In fact, this entire city is built on large beds of equipment [illegible] being built up in [illegible] of the office [illegible] ranting about [illegible] mission [illegible] that pass [illegible] the [illegible] guide to [illegible] Snatcher... Right, [illegible] touch for [illegible] quarters [illegible] most files [illegible] these [illegible] game. [illegible] all of the [illegible] all of the [illegible] if you [illegible] the game, it's time to explore the realm of the Snatcher.

Pike and do LOOK; MIKA'S FACE 3 times. Then go to the Chief's office again.

OVEREATING AND OVERDRINKING WARNING

[illegible] Hagyard to ORDER; BUFFALO CUISINE [illegible] times, and [illegible]; DRINK 3 times. [illegible] to the Chief's office [illegible]. In the original PC-Engine game the meat was whale, not buffalo!

MIKA SEXUAL HARASSMENT

The first time you're in the Chief's office hearing about Junkers from the Chief, go somewhere else [illegible]

PICK UP GIRLS

[illegible] you can do by ordering the first Action of four paths that you can follow at the Alien Plaza do any command or combo 50 times and you can choose this. However,

IF YOU HAVE DONE THE FORTUNE...

If you have done the fortune [illegible] do INVESTIGATE; NEARBY [illegible] first.

WITNESS MARRIAGE INFIDELITY?

In the Alien Plaza do LOOK; AREA five times. [illegible] you [illegible] Jenna [illegible] [illegible] Hey [illegible]

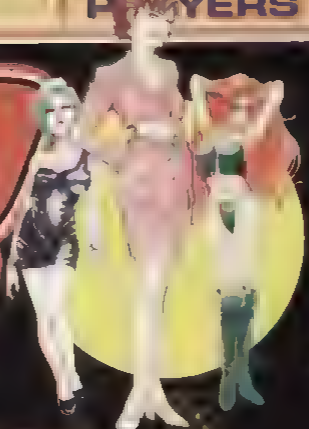
FORTUNE TELLER APPEARANCE

Do the following commands at least [illegible] INVESTIGATE; NEARBY PEOPLE; LOOK [illegible] TELLER; INVESTIGATE [illegible] FORTUNE TELLER. And you will [illegible] your fortune told.

SECOND FORTUNE TELLER APPEARANCE

[illegible] for Katrina in the [illegible] the following com[illegible]. But you must [illegible] the Fortune Teller [illegible] KATRINA; [illegible] Followed by [illegible] FORTUNE TOLD.

HER



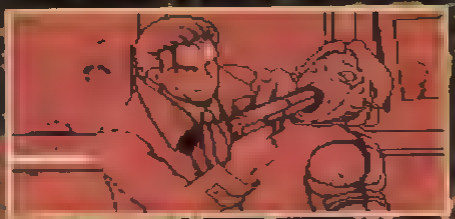
original PC-Engine version, Metal Gear loaded a blue flick into his system and went into a robotic frenzy! This was all removed for the Western version.

WEATHER FORECAST PHONE LIST

While looking for Katrina do the same steps as before when seeking the Fortune Teller the second time. Prior to meeting the Fortune Teller, Metal Gear will give you the info.

JAMIE'S AFFAIR MESSAGE

At the end of Act Three do LOOK; JAMIE, but only if you've already performed the following:
1. Witnessed Jamie with the Chief.
2. Asked [illegible] called Jamie and she said; ASK; JAMIE IN ALTON PLAZA
3. In [illegible] behind the Chief ASK; [illegible] ALTON PLAZA



this point go [illegible] Ivan's flat and [illegible] You've returned ASK; [illegible] background.

VCR MESSAGE

Once more to Plato's Cavern do LOOK; INSIDE STORE [illegible] times. Apparently in the

PHONE LIST

LOCATION	PHONE NUMBER
KONAMI R&D	07000000573
WEATHER FORECAST	177
FIRE DEPARTMENT	119
SNATCHER [illegible]	256128
NAPOLEON	895644
JAMIE [illegible]	[illegible]
ISABELLA VELVET	[illegible]
KONAMI HQ	[illegible]
SON OF FREEMAN	[illegible]
NUMBER ON TISSUE	[illegible]
MR KUSHIBUCHI	[illegible]
JEREMY BLAUSTEIN'S FLAT	41[illegible]
MR IRAMURA	[illegible]
MR TOGO	[illegible]
LOVELIN	[illegible]
PLATO'S CAVERN	[illegible]
MR SAKATA	[illegible]
MR NAKAMURA	[illegible]
POLICE	[illegible]
JAMIE'S WORKPLACE	[illegible]

[illegible] LOVE LINE

For the last time in Alton Plaza, [illegible] when you don't have an appointment with Napoleon AREA:

[illegible] KOBE [illegible]

Feeling peckish in Alton Plaza? Then why not visit KOBE? Type TAKATE; ASK; [illegible] by INVESTIGATE; [illegible] twice, and finally SMELL.

[illegible] PARTMENT

[illegible] LOOKS [illegible] appears [illegible] Alton Plaza.

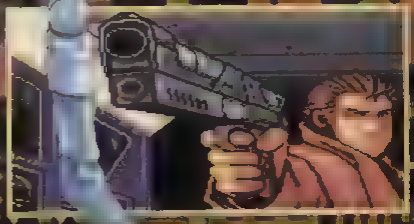
[illegible] DOME

When you [illegible] number per[illegible] times — INVES[illegible] DOWN; INVES[illegible]

FREEMAN FAMILY COUNSELLING

In front of Ivan's house ASK; About Background. Then [illegible] spiller on the dog n' bone selecting UGE METAL GS [illegible] TELEPHONE; CALL; 30[illegible] from)

[illegible] KIOSK



JUDGE DREDD

BY

RELEASE

PRICE TBA

GAME TYPE PLATFORM

1 PLAYERS

16 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY AVERAGE

CONTINUES UNLIMITED

AREA LEVELS 1

PASSWORD/BATTERY COOL

ORIGIN

A platformer based on comic of both the Judge Dredd film and comics.

GAME AIM

Complete two mission objectives and pick off the odd perp.

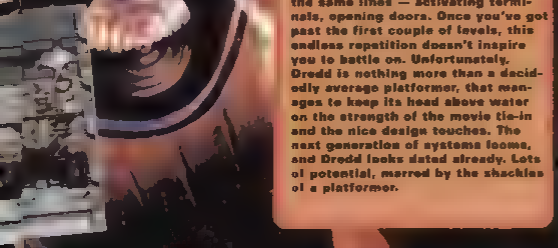
BEAT THIS

The year is 2060 and the United States of America is virtually unrecognisable from as it is today. A nuclear war has seen to that. Where New York once stood, a huge Mega-City now reigns supreme, with similar cities dominating the UK, Japanese and Russian skylines. Of all these Mega-City's, the US Mega-City One is the largest, containing 650,000,000 citizens within self-contained 'Blocks' housing up to 50,000 people in each.

Unemployed citizens crammed into these buildings, and unemployment running at 75% thanks to almost complete automation, time weighs heavy in Mega-City One, and the result is a never-ending spate of crimes and misdemeanours. Everything is punishable in Mega-City One: mugging, stealing, littering — even incitement to mug by wearing flesh gear — and overseeing that justice is done are the all-powerful Judges. Overseen by the 'Five Who Rule', the Judges are empowered to administer sentences and judgement of anyone caught committing crimes. And of all the legendary Judges that Mega-City One has thrown up, one is recorded as being the ultimate lawman: genetically-engineered to be the perfect Judge. He answers to the name of Joe Dredd. This is his story...

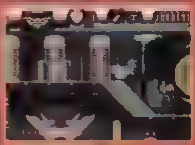
JUDGE DREDD

The arrival of Dredd has caused quite a stir in both the movie and software industry, and so it's hardly surprising the hype and anticipation have reached fever-pitch. But as the game stands, it's not quite the top title I was hoping for. Visually, I was impressed by the heavy emphasis on scenes and characters from the comics mixed with the cinematic plot, but the repetitiveness of the enemy sprites throughout level after level, is demonstrative of a consistent lack of variation. What's more, the mission objectives also tend to be along the same lines — activating terminals, opening doors. Once you've got past the first couple of levels, this endless repetition doesn't inspire you to battle on. Unfortunately, Dredd is nothing more than a decidedly average platformer, that manages to keep its head above water on the strength of the movie tie-in and the nice design touches. The next generation of systems looms, and Dredd looks dated already. Lots of potential, marred by the shackles of a platformer.



BRIGHT LIGHTS, MEGA-CITY (cont)

NAME:HALL OF JUSTICE



NAME:C TOWERS

INFO:Rioters have been escorted from this towering building. Find out why

NAME:STATUE OF LIBERTY

INFO:Equipped with the latest

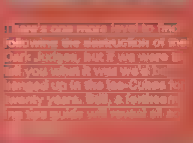
MAIN OBJECTIVE:Destroy

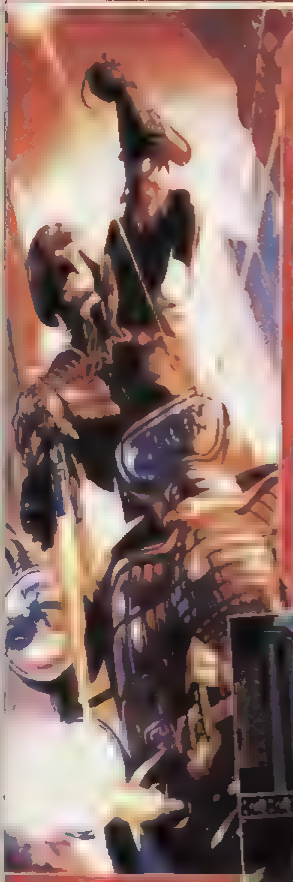
NAME:JUSTICE ONE SATELLITE

NAME:JANUS LAB

NAME:BENEATH JANUS

NAME:RCS PROCESSING PLANT

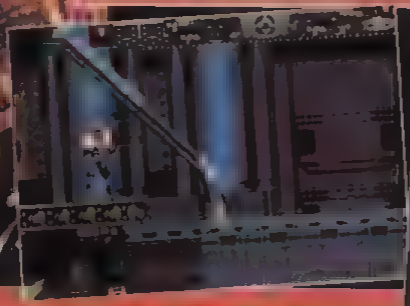




FORTUNATELY YOU CANNOT KILL WHAT DOESN'T NOT LIVE

Each of the thirteen stages is split into three sub-levels. The basic objectives remain the same throughout the first part, but the third world plays host to a few of those pesky bugs of some description.

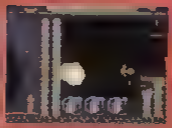
Armed with Hi-Ex bullets whilst they are losing Dredd, before taking Rico who lets around the screen in a pair of mid-boss becom the game.



SHOOT RICOCHET BULLETS!

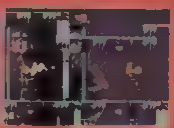
ordinary perps.

contained areas —



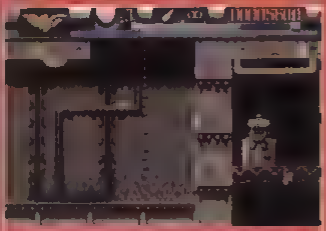
and essential for the

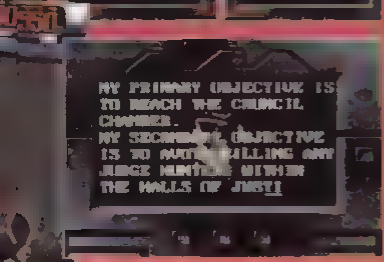
weapon really effec



against corpses contain

YOU KILLED THE LADIES STAN

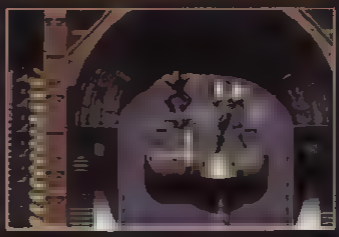



MY PRIMARY OBJECTIVE IS TO REACH THE COUNCIL CHAMBER.
MY SECONDARY OBJECTIVE IS TO AVOID KILLING ANY JUDGE HUNTERS WITHIN THE HALLS OF JUSTICE

COMMENT

STEVE

Hmmm, never before have I been so split over a game. Whilst Judge Dredd is obviously yet another run-off from the Stargate/Alien 3 game engine, it is very faithful to both the film and comics, with neat touches lifted from each throughout. Graphically, it's no great shakes, with small uninteresting sprites and moderately detailed backdrops, but there are loads of small touches which are guaranteed to make ardent Dredd fans happy. A perfect example of this is the way Probe have made the Lawgiver power-ups integral to the game. Whilst Ricochet bullets and Boing could have been just two more weapon ideas, both are essential during some of the levels — for instance, only Boing can stop the Dark Judges returning from the Dead World. Yet whilst the weaponry system works in this respect, the gun JD initially uses features the weakest bullets ever, with some baddies requiring dozens of hits before they fall over. The main problem Dredd suffers from is a lack of imagination, and that's what stops it becoming a MegaGame. We've seen the Stargate engine too many times now, and whilst Dredd is the most effective use of its 'platform and flying sequence' levels to date, I came away thinking more could have been done with it. Still, Judge Dredd does indeed have plenty of levels and a variety of bad guys — if not wildly different level objectives — and plays every bit as well as Alien 3 whilst being heaps better than the dull Stargate. However, Alien 3 is knocking on a bit now, and this just doesn't offer enough extras to make it an absolute classic. Drokk! As Joe would say.



GRAPHICS 81

ANIMATION 74

MUSIC 53

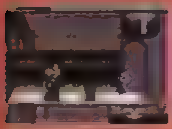
EFFECTS 32

PLAYABILITY 81

LASTABILITY 79

OVERALL

80



JOING!When the spectral shape of an escaping Dark Judge appears. Watch to this!

IMPORT IMPORT

GAME TYPE: RPG

1 PLAYER

CONTROL: JOYPAD
GAME DIFFICULTY: MEDIUM
CONTINUES: RAM SAVE
SKILL LEVELS: 3
RESPAWN/ENEMIES: DIFFICULT

VH's ideas are common to many RPGs. The 3D engine used looks very similar to the one T&E Soft developed for Pebble Beach Golf on Saturn.

Free the captive Princess from the clutches of the Evil Mage, by visiting a series of his strongholds, killing things and collecting items.

SEAT FREE
140,000

VIRT HYDL

She called herself the Princess, and lived in a large castle, by a lake, on a vast country estate. In reality, her father had been born the son of an innkeeper, and had gone on to make a fortune selling bootleg grog to the local Dwarvish community, who were permanently legless. With pots of cash, she had all the things that money could buy, and a stream of male admirers. But fame and fortune can be an ill-fitting tiara. The 'Princess' discovered as much when a large demon arrived at the castle, smashed a large picture window and encased the unfortunate girl in a large marble, before bogging off back to the netherworld. Word got around, naturally, and would-be adventurers started trying to work out from whence the demon had come, and what sort of cut of her fortune they could expect when they freed her (rumour had it that she was a bit tasty, so marriage was considered an added bonus). They needn't have bothered — they all failed miserably, meeting grisly ends. But at least there wasn't as many romantic fools wandering around seeking adventure. Except one — you.

YOU CAN RUN BUT YOU CAN'T HYDLIDE

Your character, let's be familiar and call him Bob, is [illegible] tian you might be in if you wanted to [illegible] you might want to do these things with him.

RUN
(X BUT[illegible]
speed [illegible]
terrain [illegible]

PARRY
(A BUTTON) Defensive move of dubious effect. Best attempted with a shield

GET
Destroying and [illegible] near objects to bend down and pick up.

SIDE S[illegible]
Use [illegible] to prevent enemies outflanking you in combat.

ARMOU

TUAL

LIDE

CHESTY COFFERS

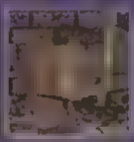
Virtual Hydlide is a collect-as-you-go game. A plethora of objects, useful and dust-ette, lie for the taking in most locations. Once you get an [illegible] you can manipulate it in the [illegible] button. [illegible] press of 2 serves up a panel [illegible]. The [illegible] Those [illegible] your level, [illegible] power and maximum "encumbrance" increases.

Did [illegible] buttons [illegible] the screen [illegible] up your inventory. To the right of this are four numbers [illegible]. The top [illegible] and what [illegible] for [illegible] get slower and less agile if you do.

Yeah, but [illegible] and use [illegible] are [illegible].

WEAPONS

DAGGER



CUTLASS

CLUB

SWORD

Knife through butter springes to mind.

A [illegible]

Luvverlyl Here's Johann[illegible]

PHIAL

STAFF

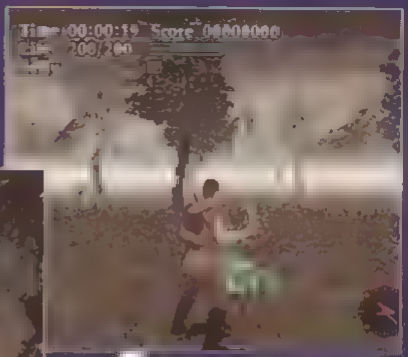
SCROLL

LAMP

THE REGENERATION GAME

Virtual Hydlide tackles repetition by incorporating a landscape genuinely alluring the world layout [illegible] invites you to [illegible]
Within the [illegible]
tasks [illegible]
changes [illegible]

PLAIN



STONE BRIDGE

VAM

FIRE

ROPE BRIDGE

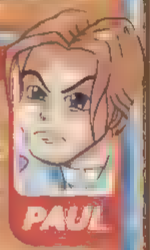
WORDS FAIL ME

...es of Hydlide are being imported at present ...t importers think it is unplayable. This is not ...pse as it leans towards action rather than puz... and the gist of most text can be deciphered. Of ...se it would all be more enjoyable and less prob...atic in English. And in time it shall be

COMMENT

GUS

COMMENT



PAUL

- GRAPHICS — 82
  - ▲ The graphics create an effective atmosphere and contain several novel ideas.
  - ▼ Generally drab, and rampant problems with sprite blockiness.
- SOUND — 83
  - ▲ Very nice somber animation on Bob. Full 3D manipulation of environment. Lots going on at once.
  - ▼ Jerkiness of screen update is very noticeable.
- LASTING — 81
  - ▲ Some sombre and atmospheric tunes in places.
  - ▼ Occasionally the music descends into unwelcome Jap pop pap.
- GRAB — 82
  - ▲ Superb throughout, without criticism. Stealings, groans, creaky doors and stompings. Background noise gets louder and quieter as you ...ove.
- PLAYABILITY — 85
  - ▲ The game senses you in, with objectives clearly marked. There's quite a high action content too.
  - ▼ Simplistic and maybe slightly restrictive in ...ovement. The "stamp" ...
- CHALLENGE — 77
  - ▲ The bi-scene table is a novel and unexpected feature, and the random generator recreates the game each time.
  - ▼ Its all but the hardest level, not a vastly challenging experience.

OVERALL

Virtual Hydlide's novelty factor shouldn't be underestimated, and it is quite an ingenious game. The Saturn's first stepped-on into adventure gaming works quite well.

83

ZERO

BY

RELEASE

PRICE £44.99

GAME TYPE PLATFORM

1 PLAYERS

8 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY

YES

SKILL LEVELS

RESPONSIVENESS GOOD

ORIGIN

Previously starring as Aero the Acrobat's arch-rival, Zero takes centre stage in his own platform adventures.

GAME AIM

Help the forces of evil lumberjack Jacques Le Sheet, and free the Mole forest creatures from the matchstick factory.

BEAT THIS

ACTION 2

As Darth turned to the good side of the Force; as the T-1000 came back to help John Connor; as Knuckles turns up to help Sonic; so too Zero the Kamikaze Squirrel has returned from his devilish exploits of the original Aero the Acrobat outing to rescue the fluffy creatures of the forest from certain doom at the hands of matchstick-monger Jacques Le Sheet.

Flipping and flopping his way through seven baddie layered levels of the kingdom that used to be his forest, Zero has only his wits, shirukon, and sweeping dive attack at his disposal and defence. Can he clear his beloved land of robotic undesirables, or will the forces of evil rule the day and strike a light with the flora and fauna?

The first boss, it's wall crabbingness and it's mysterious human operator

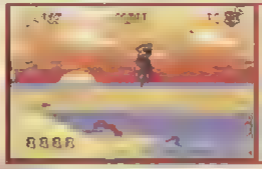
AIR HEAD

Zero heads up, up, and away into the skies to the realm of the cloud kingdom in a series of hot air balloons for serious pick 'em up action. To cast off into the stratosphere Zero has to first slice the securing rope and then step a double jump into the basket. Once airborne, the balloon can be coaxed from left to right for optimum goodie collection, but watch out for the self-destruct mechanism that activates at max mum altitude.

COMMENT

PAUL

Zero has all the makings of a fine platform game — a vibrant central character, varied and challenging locations, interesting bonus levels to discover, and sufficient colour and visuals to stimulate the imagination. Add to this the established heritage of the previous platform romp; and the end result is a solid cart. But saying this, the overall feeling you get from playing the game is most definitely 'seen it, done it, played it yesterday!' Undoubtedly all the best elements of Zero can be found elsewhere in your cart collection, and unless you have a serious case of nostalgia for the characters from the first offering, think twice before investing.



Zero does his thang, and God, isn't it thrilling?á

DOWN AND OUT

Perhaps the most important move in Zero's repertoire is his ability to swoop down and up in a U-shape motion through tunnels and tight corners. To perform the Super Dive firstly our squirrel friend must leap as high as possible into the air and nose dive in true kamikaze style towards the floor. But just before he hits the floor Zero must use all of his might to break the descent and change direction, swooping in and up to safety.

COMMENT

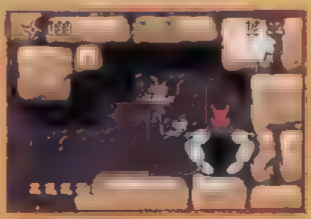
GUS

If I've I sat down to play a game like this once, I've sat down to write the accompanying comment a thousand times. This is an okay platform game. What's more to say? Nothing there to frighten the horses or present a particularly memorable challenge to the class of Megadrive owner still gamely exchanging money for games. No wonder they are a dying breed. Although Zero is a pleasantly crafted piece of work, with nice graphics and clever diving control, it has much of the character of in-flight catering. The calories are all present, but the experience seems to lack something, especially with the wealth of gourmet carts out there.

All bandanna wearers are freaks.

BOUNCY BONUS

In a bizarre sort of airbed fetish Zero has to create his own portals to the land of the bonus level. Dotted through the various locations footpumps attached to [illegible] mini bouncy castles require pressure from the squirrel to open the gateway to another dimension. Don't get too frisky with that pump, mind as one pump too many and bang go your chances of a bonus. The footpumps can also be used as springboards to those hard to reach levels.



GRAPHICS 81

Bold colourful locations that speed past at a turbo-charged pace.

What never breaks the tradition platform mould enough to offer anything

ANIMATION 80

Wholly standard shenanigans, especially the animation for the sweeps and flips.

MUSIC 79

Run-of-the-mill tunes. Again it doesn't offer anything new.

EFFECTS 82

Cool swoops and [illegible]. A good meaty thump when Zero hits the ground face first.

PLAYABILITY 83

A nice build up for the challenge factor, although the Super Dive Tests will have some stomped for a while.

LASTABILITY 81

[illegible] is tricky at times, so you won't whizz through the levels.

[illegible] isn't really a great deal.

OVERALL

A healthy portion of platform action, but one that we've seen time and time before.

82

BY

RELEASE

PRICE

£39.95

GAME TYPE

PLATFORM

1 PLAYERS

16 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REPLAYES

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY AVERAGE

CONTINUES 3-5

SKILL LEVELS 3

RESPONSIVENESS Good

ORIGIN

Indiana Jones is based around all three block-buster movies, Raiders Of The Lost Ark, Temple Of Doom, and The Last Crusade.

GAME AIM

Guide Indy through levels of platform action whipping and shooting Nazi's, and generally getting into sticky situations.

BEAT THIS

...ble in this section.

INDI

Gre

They thought the mild mannered Englishman could never be pushed over the edge. But as the queues filled out with hundreds of OAPs, their hands holding carrier bags packed with tatty lime green crockery, Hugh Scully realised that he simply couldn't take another series of the Antiques Roadshow. The mocking and self-satisfied laughter of Lovejoy echoed in his ears. The good old days were over So picking up a couple of 17th century French muskets he turned to his fellow experts and said triumphantly "In the memory of Arthur Negus I am leaving this place, and going in search of real antiquities from exotic lands!" Opening his briefcase he took out a hat and a whip, put them on, and sprinted dramatically out of Chiswick sports centre. He was last seen being dragged behind a rusty Marina on its way to Baghdad!

We join Hugh as his alter-ego, Indiana Jones, in this multi-style adventure game that incorporates exhilarating action from all three blockbuster movies, beginning with the cave in South America where Indy's attempt to secure the golden idol is hindered by a rather large boulder!

Those who know our adventuring archeologist know that he is rarely without his whip it plays a big part in the game, too, with Indy using it to lash at foes and to swing across gaps as his too wide to jump. Likewise, it becomes readily available and anyone who remembers the scene with the sword slashing Arabian knight in Raiders of the Lost Ark will laugh when the scene is recreated for one of the game's bosses! When Indy finds himself without a weapon he is forced to rely on his trusty fists to pummel enemies into oblivion.

PAUL

On the whole, platformers are a pretty average breed - the all too familiar cry of 'not another movie to platform conversion' too frequently ringing in reviews. But as they have demonstrated on the Super NES in the case of the Star Wars trilogy, LucasArts know how to deliver the goods — and Indiana Jones is no exception. The levels are long, varied, and stuffed to the brim with spectacular power-ups, and even though some of the situations are a case of trial and error, the restart points are never far away. If you're as much of an Indy fan as young Osmond Browne, I guarantee you won't be disappointed.

MR MOTIVATED

Indiana Jones is just about the most athletic antiques dealer on the planet and the game incorporates a few of his characteristic talents. The body roll for example enables him to dodge oncoming dangers or roll under the tiniest of gaps. Another of Indy's specialities is hanging on to platforms by no more than his finger tips. Indy also finds himself doing a lot of running, from trundling boulders or speeding hay carts.

Indy looks forward to more Wolf. Yep.

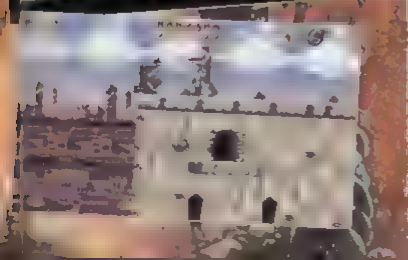
'IANA JONES'
eatest Adventures

3D INDY

Besides the [illegible] form bits, there are [illegible] mission [illegible] change [illegible] to spice [illegible] Take the [illegible] can't [illegible] Desert [illegible] in the [illegible] ing hair [illegible] thanks [illegible] and pop [illegible] escape the Nazi's in a biplane in a slick 3D dogfight!

Look, son-o-bee Mode 7 gubbins on the Megadrive. Call that up your fancy SNES owners. Apart from Andy on Mill3. He's Ok.

...y swinging. Actually, a 'Swinger' swap [illegible] for ...ches with close friends. Or complete strangers.



GUS

More than anything it is the attraction of the legendary movies themselves that succeed in giving this game a head start. The programmers have remained largely faithful to the atmosphere of the films, even if they've taken liberties in order to turn it into an exciting game. The film stills that appear between levels and the infamous map travelling sequences that pop up at the end of stages ensure that the flavour of the heroic adventurer's various struggles is reflected in the gameplay. Indy moves with that hectic finesse he's famous for and his versatility is impressively rendered in the animation. The game does have its faults, though. The abrupt changes in difficulty sometimes lead to frustrating deaths that are only avoided once you're more than familiar with the territory. This niggle aside, Indiana Jones is ultimately satisfying to play and damn long, too, spread out over loads of action-packed levels. Fans of the films, of which there are more than a few, won't be disappointed.

GRAPHICS **76**

[illegible] and the [illegible] with the sprites

ANIMATION **76**

[illegible] [illegible] as well [illegible] the others

MUSIC **84**

[illegible] [illegible] level

EFFECTS **57**

[illegible] are suitably up [illegible] and very through-[illegible]

PLAYABILITY **82**

[illegible] to keep [illegible] game have a [illegible] of [illegible] furiously frustrating.

LASTABILITY **84**

[illegible] [illegible] [illegible] [illegible] player

OVERALL

[illegible] doesn't break any new [illegible] ground but is fast, exciting and full of variety. The films have been done justice.

84

SEGA

JUNE

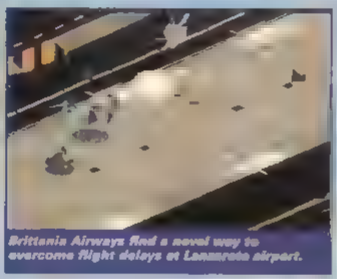
1-2

24

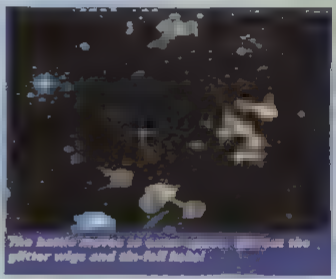
MOTHE

Anyone who plays this game will say it's a bit of an Alan B'stard, so let's look at its parentage. Motherbase is something you'd call a hybrid. Influences of all sorts of past blasters and blasts from the past have found their way into the latest shoot 'em up for a machine not exactly short of them: Star Wars, Stellar Assault, Space Harrier, Metal Head...

The principal influence is clearly Zaxxon, well over a decade old, and the first blaster to use the isometric 3D viewpoint. Talking Viewpoint, Motherbase clearly has inspiration from the game of that title, a Zaxxon homage on the NEO GEO, and one of the few decent games for that system. They have in common the use of polygons to construct the sprites and bosses of the game (though Viewpoint's, it must be said, are rather more complex). Finally, there's a definite resonance with Xexex, a lukewarm coin-op that featured a strange tentacle device that attached to your enemies and nicked their powers. So what does all this cross-breeding produce? Mongrel or Pit Bull?



Brittania Airways find a novel way to overcome flight delays at Lanzarote airport.



The battle moves to outer space, where the glitter wigs and six-foot hobs!

CYBER FREAKS

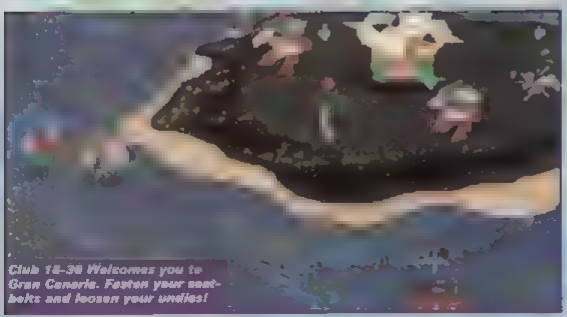
Most of the levels seem to have a distinctive plotted feel, with major enemies recurring, and recognisable sequences developing. Level two for example sees you under attack from a squadron of transformer robot-bombers on a narrow landing strip and the mega robot of level one is a particularly sticky customer.

KBASE

POLY-WANT-A CRACKER

Motherase mixes both conventional sprite scro ling and polygon graphics. The backgrounds look familiar but all of the ships, and many landscape features like pylons, are polygons. The flexibility of polygons is expo ted with scaling effects and complex manipula tion, like the impressive sharks of stage four or huge, scary boss of stage three.

Watch one of the many bangs you'll encounter.

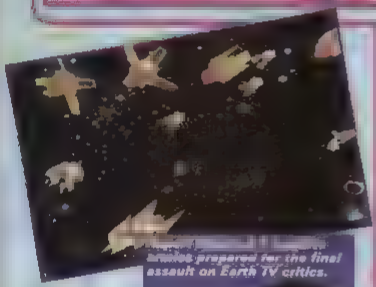


Club 18-30 Welcomes you to Gran Canaria. Fasten your seat-belts and loosen your undies!

Initially, Motherbase looked as if had as much chance as Wales in the Rugby World Cup. But, wait, we have a contender! Although some of the backdrops look a bit grim, and the scrolling is jerk-esque to say the least, it's actually a rollicking good blast, as demonstrated from a lot of hours spent just cracking the first few levels. The game pivots around this idea of nicking the enemy ships, and it works brilliantly. There are so many strategies to develop with the range of potential firepower, and constant temptations to go for something a bit more upmarket. There's a hell of a lot going on at the quietest times, and the game offers a a rock challenge. The undeniably scruffy visuals of some parts are completely redeemed by some well-impressive polygon manipulation. This is distilled blasting, and firmly recommended to fans of Nemesis, Viewpoint or any of the old-style Megadrive blasters.

ENEMY FORCES

This consi tutes just about every other ship in the game. The range of shapes and sizes is huge. Some are big and extremely powerful, others small and fast. All but a few disintegrate after a single hit. This is just a selection.



Smoke prepared for the final assault on Earth TV critics.

From the screenshots I saw of this during its development, I thought Motherbase was going to be a polygon-based Zaxxon clone — no bad thing, as Zaxxon was a cool coin-op, but not the stuff we want to grace 32bit machines. However, whilst Motherbase is an isometric blaster like the classic coin-op, it takes the basic idea and adds a brilliant 'ship-hopping' feature, breathing new life and strategies into a pretty shoot 'em up. The game features a host of smart ships, and leaping into them allows the player to pick up extra weapon functions and withstand crashes, and whilst this sounds a little clunky in theory, in practice it proves very simple, meaning that the frantic blasting action is never interfered with as the pi[illegible] progresses to the equaly-stunning bosses. This is a true 32bit shoot 'em up, and Sega have finally added a classic blaster to a [illegible] looked on its way out.

POWER EXTREME!

There is no limit to the number of times you can jump ship, in fact the more you do, the higher the end-of-level bonus. You may even re-enter the same ship. When a ship is damaged, smoke gives you a few seconds warning to eject. There is a vast range of ship models, split into three types.

ADD-ONS

These are your own ships, and are quite rare. They appear during the levels. They will not attack. If you do not enter they will escort you, but are vulnerable. They normally take a few hits before exploding.

POWER UPS

These appear as stationary red dials. You can move with them, but they are slow and poorly armed. However, the dials confer bonus items like extra lifes, smart bombs and flank protectors. Scoop these up and jump out.

OPEN 7 DAYS A WEEK
BANK HOLIDAYS
1.30PM TO 10PM
MEGA GAMES
Your satisfaction is our success!
MEGADRIVE TITLES
WE ALSO STOCK
SUPER NES
JAGUAR
PANASONIC 3DO
SEGA SATURN
NI-SAFUNN
SONY PLAYSTATION
YOU WANT IT?
WE GOT IT
Please call before placing your orders on
0171
372
4356
WE ALSO ACCEPT
DINERS/AMEX/JCB/EUROCHEQUE
CHEQUES, POSTAL ORDERS,
CREDIT CARDS
P&P £2.00 P&P 24HR £4.00
MEGGA GAMES
213A BELSIZE ROAD
WEST HAMPSTEAD
LONDON NW6 4AA

Dream
SEGA SATURN
CALL FOR OUR LATEST PACK PRICE
STEERING WHEEL, JOYPADS AND JOYSTICKS ALL IN STOCK
GAMES INCLUDE:
GRAND CHASER (NEW!!!), DAYTONA USA, VICTORY GOAL, CLOCKWORK KNIGHT, ASTAL, PANZER DRAGOON, DEADALUS, VIRTUA FIGHTER, GALE RACER
NEW GAMES ARRIVING EVERY WEEK SO IF YOU KNOW WHAT YOU'RE LOOKING FOR DON'T HESITATE TO CALL!
SHIN SHINOBI DEN - JUNE 20TH
MAGICAL KNIGHT RAYEARTH, BLUE SEED, RYGLORD SAGA - RPG
VIRTUA FIGHTER 2, X-MEN - FIGHTING
VIRTUA COP, DARIUS GARDEN RAYFORCE - SHOOTING
MANY WEIRD & WONDERFUL PLAYSTATION GAMES WHICH HAVE HARD TO SPELL NAMES ARE DUE OUT SHORTLY
- PLEASE CALL FOR DATES -
SONY PLAYSTATION
SCART LEADS, JOYPADS AND JOYSTICKS ALL IN STOCK
GAMES INCLUDE:
JUMPING FLASH, TEKKEN, GUNNER'S HEAVEN, RIDGE RACER, KILEAK THE BLOOD, CYBER SLED, MOTOR TOON GP, RAIDEN, TOH SHIN DEN
LUNAR 2 THE ULTIMATE MEGA CD GAME IS BEING RELEASED IN USA JUNE 20TH! IF YOU WANT TO FEEL THAT YOUR MEGA CD WAS A WORTHWHILE PURCHASE THEN WHY NOT PLACE YOUR PREORDER NOW?
NEW & USED GAMES ALSO STOCKED FOR THESE FORMATS: 32X, SUPER NES, PC ENGINE, NEO-GEO, NEO-GEO CD, 3DO

JUNE

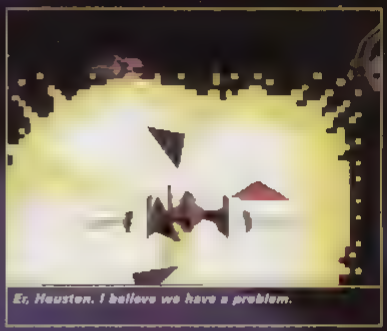
1-2

16

STELLA

When Bell Canada Timetime Inc. put in an order for six dozen 'rubber bungo' space ships, you can bet on trouble. And so they have done in *Stellar Assault*, a spacey struggle with minimum plot and frills while also not-quite-tackling the action department.

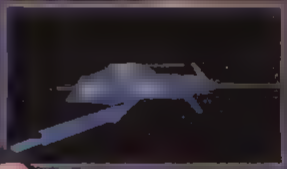
Having changed names more times than Julia Roberts (initially the suggestive 'Ballet Fighters', then the subtle 'Shadow Squadron') *Stellar Assault* works as a showcase for the 32X, a unit specifically designed for 3D games, and as an object lesson in the treacherous of the seductive Virtua *Star Wars*, which ultimately turned out to be a little disappointing. A bit like popping off whilst a girl who looks like a Goddess, but has the brain of a pork pie.



Er, Houston. I believe we have a problem.

RESURRECTION

Each time you play successfully or dismally, your performance will be recorded. This may be accessed through the trace mode, or by watching the game's demo. In true HowDidTheyDoThat? fashion, the 32X manages to switch camera angles and create a space movie out of your efforts. Whilst playing, pressing the joypad's Mode button gives you another (and more playable) virtual perspective.



Stellar Assault turns out to be one of the most original variations on the space shoot 'em up for yonks. The idea of attaching huge ships, whilst having the freedom to navigate is novel, and the implementation is pretty impressive. The Feathers handle effortlessly and their weapons are quite neat, too. Each of the big ships has weaker areas, so there's a strategic element to completing each level whilst taking the least damage. Although the graphics appear a bit simplistic and Toytown next to Star Wars, they move far more smoothly and realistically. The other presentational features and options, especially the Trace Mode just add to the package, although I felt some of the stages were a little long-winded and took too long to complete

NATURAL BORN

You're not quite the last Starfighter, you're the last two. HQ gives you a choice of two ships: a cosy one-seater called Feather One or the spacious dual-berth Feather two. Legroom isn't the only difference between them. A bit like choosing a CD or sunroof or airbags, you select on the basis of preferred re-

Fast firing dual p... toned lasers

Separate shield and fue... energy

Multi-targetting homing ... missiles

Refuelling between ... craft

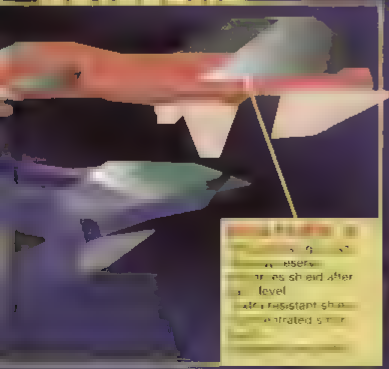
Add bona fide head ... shielding device

R ASSAULT

MUTHA SHIPS

Stellar Assault is distinguished by the scale of the enemy targets. Each mission consists of a clutch of massive star ships of various 'classes'. These don't succumb easily to weapons, so destroying them consists of a number of runs. Usually there is some other scenario; like escorting tankers or refuelling shuttles.

QUILLERS



the 32X's polygon routines, only after prolonged play [illegible] limited nature become apparent. With Stellar Assault, Sega have come up trumps, producing a game which looks stunning and offers a huge world for the player to explore — none of that 'predetermined route' stuff here. Until the advent of such 32bit machines, software houses' promises of 3D space dogfights have never lived up to the hype. With Stellar, however, the enemy ships whizz about in a style reminiscent of the Star Wars movies, and locking on and blasting them away proves both fun and satisfying. The missions are as varied as possible, and although the lasting appeal may be questionable, there's enough here [illegible] return visits every now and then.

OVERALL

80

PHANTASY STAR IV

BY [redacted]

RELEASE [redacted]

PRICE IMPORT (£30)

GAME TYPE RPG

1 PLAYERS

24 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

RESILIENCE

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY HARD

CONTINUES BATTERY SAVE

SKILL LEVELS 1

RESPONSIVENESS GROWN

ORIGIN

The fourth in a series of adventure games using the same characters and mythical world.

GAME AIM

Save the planet of Motavia by exploring the worlds of the Algo system. Ok, right.

BEAT THIS

[redacted]

It takes a special person to write the scripts for RPG games. For one, they have to think up all these exotic but oh-so-believable place and character names, ¡like Lord Threngar of Astoven. Or Berix the dwarf ranger of Vistagoth. And then come up with magical items like 'The Mystical Eye gem of All Seeing'.

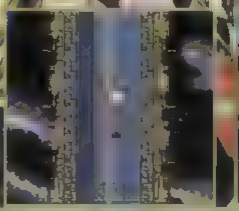
The Phantasy Star series of the cream of the crop in these respects. Each game in the quadrology is a huge adventure, with made-up names beyond the realms of possibility. But the latest instalment, number four, is the biggest and most imaginative of the lot. Still set on Motavia, your band of characters face the threat of monsters and ecological decay as they unravel the mystery of an event 1000 years beforehand. As Sega haven't released a proper RPG in living memory, you'd think they would rush release this impressive game. Not a bit of it, as we may never see an official version on these shores.

SHINING LIGHT

The party moves round towns and settlements in a style similar to Shining Force. The battle sequences are also series. You talk around town and villages solving puzzles. Buying supplies and talking to the locals. When you get into areas of danger things take a different turn.

COMMENT

GUS



BATTLE FORMATION

You encounter many battles as you progress, many are randomly generated, but some are unavoidable. When a battle occurs you are presented with your foe's. Characters have varying combat skills. A character is able to fight with weapons although wizard classes have access to more powerful items. Characters employ skills and techniques. Many of these are offensive spells which harm enemies, though some enhance your team's characteristics. The new feature in Phantasy Star V is that some of the skills of two characters may be combined to produce customised attacks of massive power. The game challenges you to find all 15 of these.

"Excuse me, why are you writhing?". — "It's Friday" "Oh"

FOREIGN CAMPAIGN

...should get an official release. If you agree, contact Sega on 0171 373 3000 to register your opinion. Put your faith in the power of the popular

I TRAVEL

The game begins on foot, with journeys around Motavia. As the game progresses, distances enlarge and other vehicles present themselves. Eventually you have the opportunity to travel through space via the Spaceport system, as part of your quest lies on neighbouring planets.

COMMENT

STEVE

GRAPHICS	48
ANIMATION	23
MUSIC	59
EFFECTS	34
PLAYABILITY	90
LASTABILITY	89
OVERALL	88

DATA EAST

RELEASE: NOW

PRICE: IMPORT (£70)

GAME TYPE: POOL

BREAK DOWN

1 PLAYER

OPTIONS

CONTROL: JOYPAD

GAME DIFFICULTY: MEDIUM

CONTINUES: RAM SAVE

SKILL LEVELS: 7

RESPONSIVENESS: OKAY

GRAPHICS

A not-too-different Saturn interpretation of an old arcade/Megadrive pool game.

SOUND

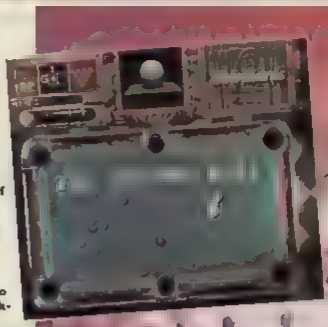
Play multifarious games of America's favourite billiards derivative, Pool.

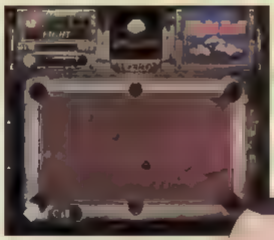
BEAT THEM

TOURNEY SEMIS

Playing good Pool is commonly seen as a sign of a misspent youth — years of bunking off double Maths and spending the afternoon in a smokey snooker club producing the most prodigious of cue meisters. Data East are probably not going to dispell the image of the game with the digitised characters they've assembled for the Saturn edition of their old stalwart, Side Pocket. Travelling across America you encounter in turn; an old tart, who can't play for toffee; Bernard Manning and Roy Chubby Brown's retarded love-child dressed in a 'tux' and a sleazy lounge-lizard who favours white double-breasted cocktail suits; and that's just for starters. As for your character, well, how often do you get to play a coffin-dodger, whose pension extends to covering $800,000 stakes? So, none of the cast are likely to get picked on Blind Date (though these days...) but it's their prowess with a pointy stick that's the issue, as well as how this CD collection of trick shots, pool variations and dodgy Muzak holds up.

SIDE P





GUS

Although no one was expecting great things from pool, this is immediately disappointing because it fails to exploit the Saturn's capacity for displaying games in realistic 3D. If Archer Maclean can do it on the Megadrive, Data East should sure as hell give it a try on a 32bit machine. Despite this, devotees of the game in its previous formats will find the same amount of options and game permutations, with slightly crisper, though flat, graphics. The music is still dreadful, in a compulsive kind of way, and the CPU reasonably challenging (although prone to some bizarre errors on the lower levels). No great surprises then, and no great leaps forward.

CANNONBALL RUN

Story Mode sees you playing the popular 8-ball game in a series of US cities, with snippets of FMV setting the scene for each confrontation. As you go, you earn your previous winnings against better and richer opponents. Though the game stays the same, the bizarre

LOVE TRIANGLE

8-BALL: The 15 balls are split between stripes and spots. Players pot their types before going for the 8-ball.

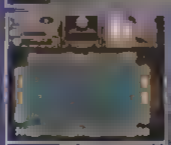
9-BALL: Both players aim to pot the largest number of balls in a specific order.

BOWLLIARDS: A mixture of snooker and skittles. Both players are allowed two chances to rack up a score.

POCKET 8

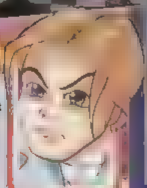
I'M A VIRGO...

The 15 trick shots form a separate part of the package. These set-pieces challenge you to pot balls in specific pockets, usually with obstacles to be avoided on the [illegible] memory.



Mean Machines tips play the real thing.

What a lot of old billiards.



PULL

The original Side Pocket sunk without trace here, mainly because it was a bit crap. Logically, the Saturn version will do the same (if it ever makes it here) as it is crap in much the same way. Okay, it's slightly nicer to look at – a more refined turn, but in terms of recreating pool, which is a pretty atmospheric game, it fails. There is all the sophistication of a mid-1980s arcade cabinet, and I'd rate the Saturn as a better machine than that.

GRAPHICS 83

- Crisp, well pool ball movement and pleasant presentation.

SOUND 78

- Reasonably entertaining ball animation
- The attempt to create a realistic cue or hand movement.

PLAYABILITY 74

- There are 28 count 'em, control selection.
- Music to eat Big Mixes to (want a copy, Fergie?)

LASTABILITY 71

- The ball sales is particularly unconvincing.

MULTI-PLAYER 82

- Fun, in a limited sort of unsurprising way.
- Despite variations, very little variety, strangely.

OVERALL 61

- The trick shots and tournaments will take a while to conquer
- The two player game is pretty dull.

OVERALL

Pool without the pull. Neither sleazy enough for pool hall punters, or exciting enough for casual punters.

58

BY

RELEASE

PRICE

£44.99

GAME TYPE PLATFORM

1 PLAYERS

16 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY ROCK

LIVES INFINITE

SKILL LEVELS 2

RESPONSIVENESS EXCELLENT

ORIGIN

Programmed by veteran development team, Treasure, Alien Soldier follows in the fine shooter tradition of Gunstar Heroes.

GAME AIM

Blast your way through level after level of boss-infested mayhem, armed with firepower galore.

BEAT TIMES

Completing Alien Soldier on the first day!

ALIEN SOLDIER

Greetings comrades! I suppose you're wondering why I called this emergency meeting of the End-Of-Level-Boss Commitee. Well to be honest I'm fed up to the back teeth with complaints from you lot about the pay and conditions. You knew the workload when you started, you knew some of the heroes would get past you in the end. So what's the problem? I'll tell you what the problem is... Beak Face! He's back, and this time he's brought more weapons than we can hope to deal with. It's just too much. The only thing we can do is gang up and give him the fight of his life — something to really test the might of his fire power. We're going to take the fight to him and populate every level of his next adventure. Let's see him get through that one. Let's get to work!

The caption space only offers temptation for one-eyed monster jokes. Resist!

TOOLS OF THE TRADE

If you liked the fast and furious action of Gunstar Heroes, you'll love Alien Soldier. This is a real gameplayer's game — the difficulty setting is on tough and the unrelenting waves of alien enemies in the mini levels prior to the bosses will have you running for cover. Talking of bosses, although the majority only take a couple of attempts to submit, don't be surprised if you find yourself stuck in front of a real meanie! Even though there's nothing revolutionary about the gameplay, the detail and challenge is so polished you get the feeling as soon as you start, that you are playing a classic. Go and have a go if you think you're hard enough!

THE BOSS

WAY OF THE

Having an extensive weapon supply means a more sophisticated combat system than is employed. From the amazing 26 weapons you can choose to have your energy for both weapon and health in either numerical or bar form. Inside. The latter being for true hard blaster freaks who just don't care. Similar choices about the opponent's power.

COMMENT

The pattern with Treasure games is beginning to establish itself. Whatever it is, it has to be different. This time, the traditional format of th shoot 'em up has been turned on its head. It's the bosses who take up the gameplay time — the minor baddies are relatively unimportant. At first, it looks like an idea too far, a recipe for disaster, but Alien Soldier is saved on the strength of its two dozen bosses. They are all well-designed, challenging and impressive to behold. This said, there is little of the technical experimentation seen on other Treasure games. But perversely, Alien Soldier ends ups having more variety than other sprawling long-levelled blasters.

GRAPHICS **87**

ANIMATION **83**

MUSIC **84**

EFFECTS **85**

PLAYABILITY **86**

LASTABILITY **87**

OVERALL

85

SEGA

IMPORT | IMPORT (EUR)

PLATFORM

1-2 PLAYERS

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY VERY EASY

CONTINUES UNLIMITED

SKILL LEVELS 1

RESPONSIVENESS OKAY

A classic no-brainer platform game, with fire, ice and desert levels to beat.

Rescue the flaxen-haired, pure-white innocent virgin from the evil ogre.

Finish it.

Astal

Maybe 'pastel' would be a better name than 'Astal' for this new cutesome platformer from Sega Japan. It's perfectly tailored to the emerging Saturn market over there — visuals that outdo Laura Ashley on Acid; incredibly unchallenging gameplay (with infinite continues in case you were born with a sixth finger and no thumb) and little girls with squeaky voices and triangular eyes. Well, at least there's no dolphin eating.

But there is an ogre. One of those who like to capture little girls and chain red-headed gnomes to planets before sending them into a distant part of the universe devoid of life, karaoke and raw fish. You, playing the red-head, rebel against the offence, and set off to head-butt the entire cosmiverse en route to the ogre showdown.

MY WHOLE WIDE WORLD WENT ZOOM

Astal makes prominent and ingenious use of the Saturn's custom scaling effects. These are most conspicuous during the boss sequences, where the third dimension of screen depth is utilised, as well as monsters growing and shrinking. In the final confrontation you have to hurl trees into the background. Scaled perspectives are also used during the levels. In one sequence, the panorama widens to show a volcano erupting in the background, with rocks hurled into the foreground.

COMMENT

PAUL

Time to get tough on the Saturn stuff. By now we know what the machine can do: now let's see what the game designers can do with it. Almost matching Astal's meticulous beauty, is its complete lack of original gameplay. Some of the sections are presented in an original fashion, with boat rides and erupting volcanoes, but the skills demanded of you as you progress through the game are the most basic imaginable. Astal is utterly linear, with no deviations, interludes or choices presented to the player. Yet another weakness is the boss characters, which initially amaze only to prove incredibly easy to defeat with their basic unintelligent behaviour. Sadly, we must wait for Shinobi X for a platform game worthy (hopefully) of the machine.

COMMENT

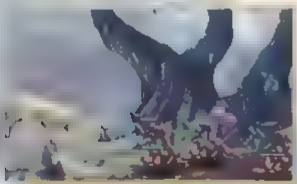
Sega still need to get their act together as far as platform games on the Saturn. The amount they've churned out on the Megadrive over six years confirms their expertise, so the failure of Astal, along with Clockwork Knight is puzzling. Although substantially bigger and miles prettier than the Clockwork disappointment, Astal is tailored to the sad games skills of the Japanese market. Too many lives, too short levels, infinite continues. Stunningly pretty as the game is, you'll clock it in a couple of days, and hardly at a push. The bosses represent most of the high points of the game, showcasing the amazing transparency, scaling and lighting effects the Saturn is hiding under its casing — the horned boss is a show-stopper. But Astal fundamentally fails to provide the standard of gameplay found in 16bit classics like Pitfall, Earthworm Jim and Dynamite Headdy

GUS

With bugs of this magnitude Rentokil is not an option

BLOW ME DOWN

As well as crude man handling skills, Astal sure has a pair of lungs on him (hey, smoking Knackers says 'Who needs it kids?' These are used to blow the enemy away and in the fairy level Astal employs it to remove various kinds of flaming creatures



Nice effects like the transparent crystal pop up as you journey further

OI, YOU LOOKIN' AT MY BIRD?

Not long after you set off you come across a fine feathered friend held captive by some callous crystals. After liberating the bird it becomes your companion. Using a whistle command you can get it to perform three actions. The bird will is the task better according to how many crystals have been collected in your bar on the status panel

FETCH

Birdy disappears off screen and returns with a random health power up

ALERT

Rarely useful, the bird sometimes attacks platforms or bosses on a whim.

BERSERK

Birdo goes mental whizzing round the screen like an extra from the Hitchcock movie

GRAPHICS 92

- The best-looking game on the Saturn to date. The game dabbles in wasting special FX to create some memorable scenery.

SONIC 58

- The main character animation is good, but that of the enemies, if anything, is even better.

MUSIC 61

- The sound textures are impressive, with some lavish arrangements.

▼The tunes sound like background music from the 'Holiday' programme.

SFX 71

- Excellent rumblings and whistlings.

▼The FX don't add much excitement to the game.

PLAYABILITY 64

- There is an interest level sustained by the graphics alone.

▼The levels are too short and the gameplay too basic.

LASTABILITY 41

▼Far too easy, even for novice players.

OVERALL

A beautiful but empty vessel that offers poor value for money despite the awesome graphics.

53

BY TIME WARNER

RELEASE

PRICE
TBA

GAME TYPE

1-4
PLAYERS

16
MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS
CONTROL JOYPAD
GAME DIFFICULTY EASY
CONTINUES UNLIMITED SAME
SKILL LEVELS 1
RESPONSIVENESS FAIR

OBJECTIVE
All the teams and stars of America's NHLPA league, with the all-time scoring champ Wayne Gretzky leading his weight to proceedings.

GAME AIM
Place the puck in the other team's net with a long wooden stick, that might conveniently catch some-one's shin on the way.

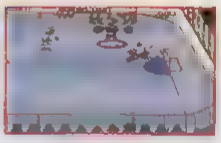
BEAT THIS

WAYNE GRETZKY AND THE NHLPA ALL STARS

Many have come to worship at the altar marked Ice Hockey within the video game denomination, but Britain may still be regarded as Land of the Infidel. Try as they might, sport moguls cannot get us into a lather about a sport traditionally played by schoolgirls with big shins short skirts, even if it is on ice and has more fractures to the pound than rugby. But the situation is not as cut and dried as it may seem. Although ice hockey has as many devotees as televised dominoes in the UK, the previous games, notably the EA ones, have managed to shift a fair few copies (which is more than can be said for Virtua Domino). The tricky bit for any new contender is to match the critical acclaim and commercial success of the three previous EA titles. So grab your popcorn and let's just see how Time Warner have fared, shall we?

WHERE DO YOU WANT THIS STICK?

Wayne Gretzky finally delivers what we've wanted for years, a real fighting mode for those little out of control moments. And even better (depending on your opinion) a complete [illegible] At any moment you can select the intimidate option from the main menu. Forget verbal mind-games — this involves lifting and thumping across the ice mate. The fracas is shown in close-up, and someone ends up AOT. The game then resumes as if nothing has happened.



SIX NATIONS UNDER GOD

Forget the Yanks — here's the world vis-a-vis Ice Hockey with our own tas Sean Connery would say) tash-ital ng taxsh

FINLAND
It's brass monkeys here which is why the natives love nothing so much as Gretzky's arse from the fact that its position and attitude half human half fish

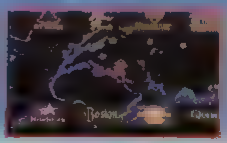
SWEDEN
Also a bit pooved on the meat and two veg. Purveyors of banus like Roxette and Abba. Consequently, highest suicide rate in world.

CZECHOSLOVAKIA
Whoops. Someone should have told Time Warner that Czechoslovakia no longer exists. Seriously, the people decided to split to Slovakia and Czechia. Good job.

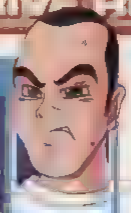
RUSSIA
Quite a big place. I'll bet the people are so pissed off they have to play with stale bread rolls and walking sticks. And there so rather on vodka that they rarely bother.

CANADA
Usually, a nation of Americans waiting for personality transplants and decent credit limits. Also, not the best place for a relaxing fishing holiday. If you're Spanish.

AMERICA
You can't say a word bad against those guys. We've got business ventures with them. Mr Ross Perot was [illegible] Americans.

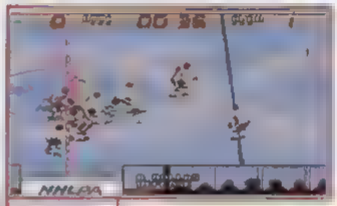


COMMENT



I don't find this the most attractive gamble in hockey-ing in any sense. Visually the all a bit too chunky and needlessly to get the pulse racing. The sprites have been intentionally enlarged, but I fail to see any benefits of that in terms of increased detail or realistic animation. It just serves to clutter the playing area. The gameplay itself is a rather mundane knockabout, which is principally the fault of the absurd spinning move that allows players to take out all others in a too-slick routine. Using it ensures a rapid return to possession, but with little sense of skill in the doing. I would imagine that four-players might have fun smashing about, but this is not realistically set to topple NHLPA Hockey from its long hegemony.

GUS



Play! As if your lives depended on it

The granny-beating sub game adds much needed appeal

It's unnerving being shadowed by a suspicious red stat

COMMENT

To get the best out of this game, wheack it down to three-a-side and take out the goaltenders. Then there's a maximum of short-term enjoyment. Otherwise, it all becomes tedious within a short space of time. And won't thrill out your copy of EA Hockey.

PAUL

BABY, DON'T FORGET MY NUMBERS

It's one of those American things, like lethal injections and alligator farms, but sports fans their ...st have to have every available stat included on their Genesis carts. The UK has never had quite the same demand for that kind of thing, nevertheless, there are statistics for a mind-blowing 600 players here. That divvy's up between 28 American teams and six international sides.

And it doesn't get any less exciting than this

GRAPHICS 57

...ual depiction of the ...ers on unchanging ...ckdrop views. The other ... systems are dull and uninspir...

ANIMATION 47

...ough that the sprites ... so big, little attempt ... been made to add char... or realism to their movement. ... point also fails to continue.

MUSIC 38

...ntroduction music.

EFFECTS 66

...e speech has had ... and have quite ... ...ying called FX are laughably ...

PLAYABILITY 57

...ntroduces power gauges ... ...ing something ... ...ed really needs depth or sub... ...ons than is.

LASTABILITY 54

...ow you can rearrange ... ...haven't con... ... ...e thought of an 84 game season ... ...ave appeal, strangely.

OVERALL

...e basically frank (and aren't ... always?) search out a cheap ... of one of the EA games ...

59

POWERDRIVE

Calling all Game Gear owners! Have you played Sega Rally yet? The state of the art coin-op that captures all the thrills and spills of off-road rally racing. Featuring fantastically realistic texture-mapped graphics and high-octane driving action, it's possibly the greatest racing game around. And it's coming to the Saturn too. But wait a second. Wouldn't it be even better if it could be converted onto the Game Gear? Imagine enjoying all the madcap antics of rally racing at your convenience. Leaping over grassy hillocks whilst sitting on the train, taking a flooded hairpin whilst on the loo, or basking other cars into steep banks whilst eating your tea. Of course, there isn't a hope in hell of the game ever coming out on your LCD handheld, so you might as well just forget about it. Fortunately though, US Gold have come to the rescue with their own handheld version of rally racing – Powerdrive. Racing across 48 all-weather tracks, you start off racing Mini Coopers and Fiat Cinquecentos before moving onto bigger, better racers, until finally you get behind the wheel of such off-road kings as the Toyota Celica and the famed RS Cosworth.

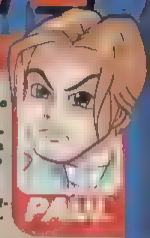
Another action from the Indiana Jones

IN THE DRIVING EXPERIENCE

Actually, if truth be known, you don't get the chance to get behind the wheel of any car in Powerdrive. You see, this is actually one of those games where you're similar to Micro Machines 2 – that's no bad thing though, as we've yet to see the rally-inspired car graphics in any of these. These have actually been based on the original coin-op versions of the real cars, although we must confess they have lost a bit of detail in transition to the Game Gear. Just a bit though.

COMMENT

I can't say I was that impressed by the Megadrive version of Powerdrive. However, the idea of a plan-view off-road racer like this seems much more suited to a Game Gear game, at least in theory anyway. Unfortunately, the game suffers from a number of problems and, unfortunately they're much the same problems the Megadrive version fell down on. Difficult steering and slow movement, together with simple tracks all make it quite dull. The idea of working your way through to better cars is pretty good, but actually getting to those cars seems like more effort than it's worth. Plus, to use a well used quote – Micro Machines 2 is better.



RELEASE: ..... JUNE
PLAYERS: 1
BY: ..... US GOLD

MEG: 4
PRICE: ..... TBA
GAME TYPE: ..... DRIVING

GRAPHICS 72
Neat looking cars, but bland colours give the graphics a very washed

SOUND 80
Okay spot-effects though.

PLAYABILITY 64
Nothing exceptional in this department.

LASTABILITY 64
Difficult steering and a lack of speed ruin the action.

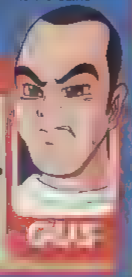
ORIGINALITY 66
Poor tunes, even by tinny GG standards.

ADDICTION 71
A lot of tracks and lot of cars, if you're a patient person.

OVERALL 65
An okay racer that suffers from some annoying gameplay faults.

COMMENT

Powerdrive would seem like quite a good effort if it wasn't for Micro Machines. Yep, codies have that particular fish expertly filletted, and any other racer just can't touch it. Tough, but then who ever said life was fair? Not only that, but my initial interest tended to wane as a distinct lack of new features seemed the form as race followed race. Shame, as technically it more than matches the limp Megadrive version.



MEAN MACHINES SEGA

12 ISSUES FOR THE PRICE OF 10!

SUBSCRIBE NOW!

Yep, why bother buying other lowly Sega magazines when Britain's best-selling one offers such fantastic value for money. Not content with bringing you all the best exclusives on all the biggest games first, unrivalled Saturn coverage, and the odd Master System review we're now offering the mag at a price others can only dream of. Gor blimey guvnor, we're cuttin' our own bleedin' throats I tells yer.

However, not only do you get a years' worth of mags delivered to your door by your smiling/miserable git (delete where applicable) postman, but you also get it before it hits the shops, meaning you can keep your mates informed whilst they queue up at Smiths for the latest issue! So don't delay, order today (puke, gag...).

To order you subscription to Mean Machins Sega fill in the form below
(or if you want to pay by credit card call our subscriptions hotline on 0858 468888 quoting source and offer codes)

Priority subscription order form

UK(Offer Code GO1) £22.50 ■ Overseas surface: £33.40 ■ Air Europe: £36.70 ■ Air Zone 1 £52.00 ■ Air Zone 2: £57.50 ■ Eire: £33.40

Source Code IG13

NAME

ADDRESS

POSTCODE

SIGNED

Parent or guardians signature if under 18 years

I enclose a cheque/postal order made payable to Emap Images Ltd for £

All subscriptions will be processed as quickly as possible, but you should allow 28 days for the order to be processed and expect to receive the first available issue after that.

Subscriptions guarantee: remember, if you are not completely satisfied with your subscription, you can cancel at any time and get a full refund for any unmailed issues.

☐ Tick here if you do not wish to receive any direct mail that Emap Images Ltd feels may be of interest to you

MEAN YOB

People have been saying I'm too cynical lately. Why, they say, should you slag off Elton John for writing a song called Made in England when he spends most of his time hanging out in LA? And Billy Connolly — he comes over to do a tour of his 'beloved' homeland, before pocketing the fee and nipping back to the Malibu beachfront house. Nice work if you can get it, so I'm thinking of doing the same thing — moving to Japan, designing the next Mario game, buying an Ultra 64 while writing this column saying how great Sega games are. In fact, maybe that's what I'm doing now. Maybe I'm sitting in an X-rated Manga babes salon as we speak, sipping cocktails with Shigeru Miyamoto and praising the Virtual Game Boy...Sayonara, paranoia fans, until next time.

Anonymous artiste's over-popular garden ornament

CLOCKWORK ORANGE

Dear Yob

I am an avid X-Men fan, and so wasted no time in buying the X-Men 2 cart for the Megadrive after seeing it previewed in the March issue of your fab mag. I am writing to you because in the said issue there was a screenshot of Magneto on stage three for two if you don't count the introductory level. What I would like you to tell me is how on Earth you managed this as Magneto becomes playable as a character for stage four.

Apocalypse's Fortress. Clearly either the programmers changed their minds or there's a cheat. If the latter is correct, could you please tell me this cheat.

Mr E Lesherr Avalon

YOB Consultations with very lads sorts this out. When they previewed X-Men 2, Sega showed them an unfinished debug version of the game that allowed them to play any level with any character, thus the strange appearance of Magneto. It's a useful way of getting pictures from later stages of the game when playing time is limited. So your dreams of handling Magneto prematurely have been dashed, mate.

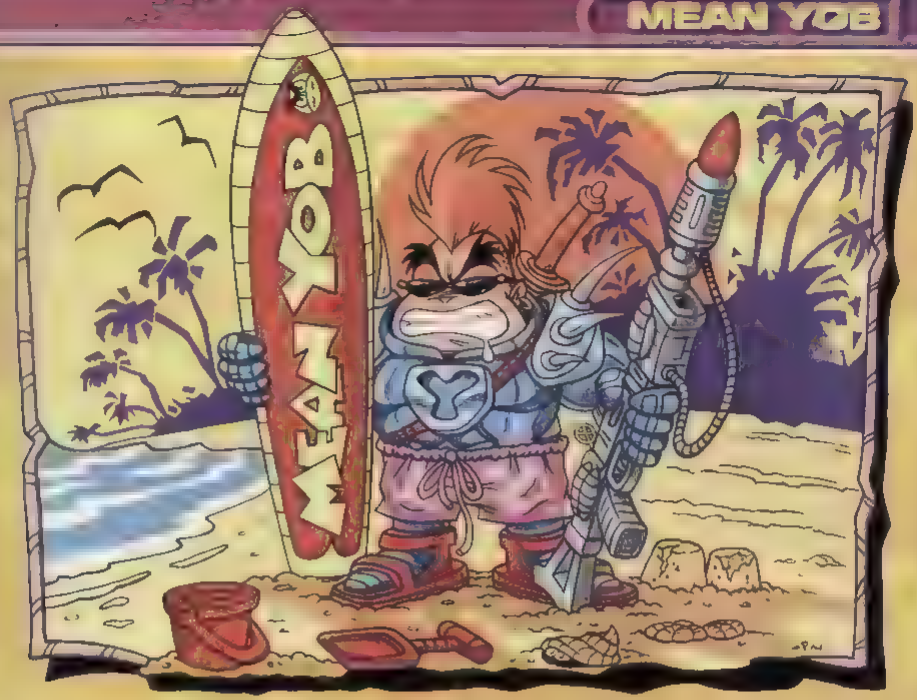
Bukkin bump for most revolting belly button won by Ryan Hendon

LIFE OF BRIAN

Dear YOB,

Hello once again. It is I. What happened to the letters page these past few months? Can people not even apply sentence structure to their letters any more? Not like the good old days. Most of them now aren't even worth sagging off. But I've got to write about something that really annoys me to hell, something that's erm got my goat. Again this must change into my comic bashing alter-ego Squad Leader Johnson of the Copyright Fraud Squad. Doesn't it make you mad when talentless gobshites with the creativity of Mary Whitehouse try to rip off other people's ideas? The early 80's were bad enough with infinite identical copies of Pacman called Munchman, Gobbleman and Puckman etc. Not to mention all the Space Invaders and Defender clones. And it still goes on today. Issue 31 of MEAN MACHINES got me thinking when you announced there's going to be a game of Tank Girl, and in the case of some people I found this too a bad offence. Let's examine Tank Girl's ripped off roots.

Tank Girl originally comes from an unknown obscure anarchic magazine called Deadline. However even a blind mollusc can see that Tank Girl is a complete and total rip off of the immense popular Manga strip Anime video series Dominion Tank Police which was created before. Even the name Tank Girl is a catchphrase that has been used to describe Tank Police. And like Pacman, Defender, the original always crushes the fake and nowhere is this more true than the Tank Police vs Tank Girl debate. For instance attempts to bring Tank Police to the street have resulted



...ma or successes with the title ...est selling Anime series and the ...etor much awaited New ... non Tank Pouce series out ... w. The film of Tank Girl did n't exactly go very well in the USA, did it? Probably because the ...mic strip whereas Dominic's fans ... Plus the fact that Tank Girl comic strip has extremely ... ap artwork with not even any shading. But now I must go to polish my Tank but shall return from the files of Johnson's Copyright Fraud Squad

Paul Johnson Skegness

YOB:Stop right there! I personally won't have a word said against my mate Tank Girl, especially since we met at the Exeter & Somerset Annual MCC dinner dance, swopped maintenance tips and engraved each other's spanners. What you say about the movie is crap — it hasn't even been released in the States. There have been some negative reports, but let's just wait until June shall we. Saying the strip is 'unheard of' beggars belief. But then again, you do come from Skegness, so we should make allowances. I think most people would find the Gen X-tribal coolness of Tank Girl a little more meaty than Jap cartoon birds with big eyes.

The horrors of liver damage: Medical study, Rockman by Shaz.

...s unheard of

NATURAL BORN KILLERS

Dear Yob

...ave been reading you... magazine for three years and have not missed a ...sue of MEAN MACHINES after issue 20 and have not once felt ...compelled to write an... complain about ...licences for the Sega systems. But just recently I heard about the ...how to t...l of Akira has sadly turned out ...have see... the film and ...eally do rate it. But what ...would really like to know is how the company responsible creating the game have managed to foul it up. The film had so many scenes which could have been easily recreated ...ng the gang warfare on motorbikes at the start of the film. This could have been made into a Road Rash sequence, and if it ...played we'l... I was true to the ...m. It would have been brilliant ...ave played ... the Amiga CD ...version and

think it is rubbish. I really would have paid £60 for a decent conversion of this brilliant film. Just one more thing, why was the 32X version of Aliens scrapped, that would have been ace.
Kaneda, The Remains of Neo Tokyo
YOB:I think you have some sorting out to do. You complain about crap game development and then admit to having an Amiga CD32! I could have told you that hunk of junk would have fouled up Akira without the need to shell out £60. In any case, I wouldn't fill my pants with rusty water over Akira. The best 'em up has been kicking around on various formats courtesy of THQ for the last couple of years, and it's unlikely that it will ever see the light of day here. Yes, it could have made a great game, but then so could most manga/live-action movies. That's life. As for Alien Trilogy, Acclaim's plans are so revolutionary and demanding on the hardware that a 32X version just wouldn't do them justice.

TRUE ROMANCE

Dear Yob
I feel that I have to write to you about the review of the game 'Story of Thor'. I agree with almost every thing mentioned in the review, the graphics, the feel of the control system. But the game lacks a plot — one piddling little kidnapping and only eight tiny little dungeons do not make a decent RPG. There is only one village and all the inhabitants were obsessed by digging. Also there was none of the humour and depth of plot that I found in Landstalker (which took me 20 hours to complete). So how come this cart with a whopping 24 MEG took me only six and a half hours to complete. I am definitely not a games wizard, after five months I still can't get past Major Mucus on Earthworm Jim, but Story of Thor offered no challenge whatsoever. Not once did I flick off my Megadrive in complete bewilderment of a puzzle. Sorry for whinging, but I had to get that off my chest. Feel free to berate me (go on look it up), and congrats on an otherwise brilliant mag.
Alex B, Alfreton, Derbyshire
YOB:Don't underestimate yourself, Alex. To complete Thor in less than seven hours is a bit of an achievement. I'd guess your gaming skills are well above average, and that's where the difficulty lies. Like you say, most elements of the game are fantastic (though you're being unfair about the plot, which develops quite well). The game is considerably easier than Landstalker, but we mentioned several times in the comments that we had doubts about its easiness. I take your point, but in future I'd look out for really challenging games.

FREAKS

Dear Yob
I wish there would be more Game Gear reviews and tips. At the moment we only get one or two if we're lucky. Which is the best game out of Mickey Mouse 2, Streets of Rage, Sonic 2, or Lemmings? And which do you think is the best out Game Gear, Game Boy, Super NES and Megadrive? Please, please write back when the Game Gear is printed, if it is.
Melissa Spalding, Peterborough
YOB:We'd plump for Game Gear and Megadrive, fart breath. I don't know — you Game Gear owners are so ungrateful. If there was ten new Game Gear releases a month, don't you think we'd cover them? Only this month we grabbed the first European copy of Earthworm Jim to preview. The blunt fact is that good GG gear is hard to come by, but that's not our fault. The good news is there seems to be a steady increase in quality — Operation Starfish, Megaman and more on the horizon. Oh, and Sonic 2, luv.

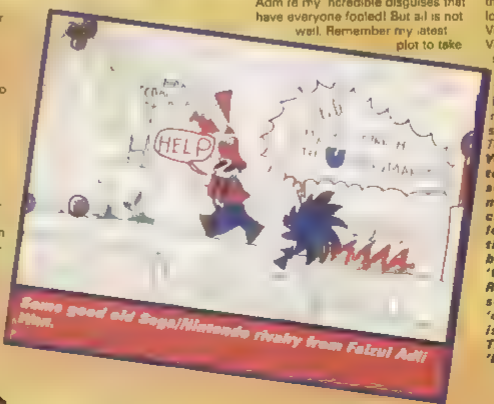
FACES OF DEATH

Dear Yob
Sega Power are really getting up my ass. They slag you off all the time and all the do is try to be funny, but fail miserably. They never do a real review without some stupid attempt at comedy. I mean what exactly is a "tips nappy"?
Savatage, London
There was a time when Sega Power could never get up your ass, but it was thicker then and had more pages. Now in your case it's probably like throwing a saveloy up an alleyway. We only wish the best for our good buddies on the good ship SP, and this advice — don't go up on deck without a lifejacket.

RESERVOIR DOGS

Dear Yob
I am the master. You will obey me! By now the hypnotic powers of my last letter may have worn off, but make no mistake, you still must obey! With UK Gold re-showing the Third Doctor's episodes on Sunday, this gives you all a chance to rewatch my early evil schemes. Thrill to my chilling evil laugh! Marvel at my world dominating plans. Admire my incredible disguises that have everyone fooled! But all is not well. Remember my latest plot to take over Bognor Regis?
Well, I would be ruling the whole universe from my Bognor power base now if it weren't for that meddling Colonel Gulle and his karate sidekick, Cammy. Someone told them where I was. Is this your doing Merrett? But it doesn't matter anyway, my latest master plan can not fail. Using my superior TARDIS and evil Time Lord genius, I have created a device that enables me to travel into a standard cathode ray tube from any TV and bring back anything from the screen, be it game, film, or even Masterchef! Using this I have assembled a force of deadly characters under my control. Ha, haa haa! Yes, unless my demands are met, I will unleash them on the world. I have Chun Li, Sub Zero, Rambo, Tetsuo and Kaneda from Akira, and the dreaded Pacmen. So fear me and give me what I want. John Major and the Queen must send me the following — a Saturn with Daytona, Virtua Fighter, Panzer Dragoon, Virtua Fighter 2, 3 Surlon [sic] steaks, a signed photo of Jean-Luc Picard, and Michael Caine's mint from the Italian Job. Send these items to fortress Cleethorpes. Take my threats seriously. You haven't seen the last of me!
The Master, Gallifrey
YOB:I've instructed the letter-compiling minion, who selects some epistles for me to peruse, that your crap has never to hit the letters page again. You think you can raise a titter by weak jokes on 'Cleethorpes' and 'Bognor Regis' and lists of nonsense demands. Your 'comedy' sucks, your life is a waste of resources. The words 'Les' and 'Dennis' spring to mind.

The best-looking worm I've ever seen. From John Cooper.



Some good old Sega/Nintendo rivalry from Faizul Adli Amin.

AN UNBEATABLE OFFER.

DON'T BE A MORTAL WEAKLING!

– Get the Official Mortal Kombat 2 Players Guide and never be beaten again!

For a meagre £4.00 (inc P&P), you can gain possession of this hand-crafted tome, served from solid paper, colourised by the purest mountain ink, revealing to YOU the ancient fighting secrets of Mortal Kombat II!

The definitive Official Mortal Kombat 2 Player's Guide: 156 pages covering Mega Drive, SNES, Game Gear, and Game Boy formats.

To get your copy of Mortal Kombat 2 Official Players Guide fill in the form and send with payment to Mortal Kombat 2 Reader Offer, Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harbour, Leicester LE16 9EF

Please send me a copy of Mortal Kombat 2 players guide. I enclose a cheque/postal order for the value of £_____ made payable to Emap Images Ltd.

Source Code : BK1A

NAME:.....

ADDRESS:.....

.....

.....

POSTCODE: .....

TEL NO .....

To get your copy of Mortal Kombat 2 Official Players Guide fill in the form and send with payment to Mortal Kombat 2 Reader Offer, Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harbour, Leicester LE16 9EF

Eee, the places looks reet champion for Oz's lick of paint. Gone is the pic of someone with quiffier hair than me and a chainsaw, replaced by a more realistic pic of me in my natural habitat. Seriously, you can set your watch by me. Never ring me at 9:14 in the morning, as I'm off with a copy of Games World (the only mag that is guaranteed to make me laugh until my bowels loosen!) for the morning dump. I'm legendary in the office for it. Ah well, enough of this scatological frivolity, if you have a question you want answered write to me at the address below and I'll do what I can. But only after 9:25...

[illegible]
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU

COOKIE

Dear Steve
Please be a good geez and answer my questions
1 Is Discworld coming out on the Saturn?
2 Have Lucasarts signed to develop for the Saturn, and if so what will they be bringing out?
3 Whatever happened to Indiana Jones and Monkey Island II for the Mega-CD?
4 Will Theme Park, Syndicate, Wing Commander III, Pooenauts, Return Fire, Bubble Symphony, and Samurai Shodown 2 be coming out for the Saturn?
5 Will EA be releasing any of their sports games for the Saturn?
6 Is Daytona any good?
7 Is Daytona the greatest game ever and does it have a two-player mode?
Alan Baker, Stoke Newington
PS Has anyone in the office seen a film called Braindead?

STEVE 1 Yep, but not for ages. 2 They have indeed, and are said to be working on an all new Star Wars game. 3 They got scrapped. 4 None have been confirmed, but I reckon EA will probably port over Wing Commander III at some point — they've got to pay mark Hammill's wages somehow. 5 FIFA looks like y, but no further news. 6 Do bears crap in the woods? 7 One of the best, but alas it is but a solo pastime. Yes, I've seen Braindead. It's worth seeing for the bit where the bloke pokes his brain back into his skull a one

IMHOTEP

Dear Steve,
Could you please answer my questions
1. When I was in my local video shop I noticed Jurassic Park II for the SNES. Will this be released for the Megadrive?
2. Will there be a sequel to the Lion King?
3. Apart from FIFA '95, what other brilliant football games are there?
4. I'm going to buy a Sega game for the Megadrive at Christmas, what good games will be coming out then?
5. Is Man Utd going to be better than Fever Pitch?
Steven G. Scothard
STEVE 1 Nope, Sony scrapped it. Good, it was crap anyway. 2 What? Like 'Return of the King of the Lions'? Nope. 3 Fever Pitch. 4 Bloody hell, you're looking forward a bit! MKII, and Earthworm Jim II, I suppose. 5 Nope. Man U is utter guff

BLACKWYCH

Dear Steve
Please answer my questions or I'll make your life a living hell.
1 How much will Theme Park be for the Megadrive?

2 If I bought SSFII in America would it work on a British Megadrive?
3 Please put these in order, from greatest to worst: EWJ, Sonic and Knuckles, Cannon Fodder, Theme Park, FIFA '95, SSF2
4 I'm thinking of buying a Saturn what games would you recommend?
5 In MKII are there any new characters? If so who?
6 I heard that Sonya and Kano are in MK II is this true?
7 Those bloody sods at Digitiser say Road Rash III is better than FIFA '95, Superstar Soccer and Virtua Fighter! How crap can you get?
8 Please can I have some cheats for SSF II?
9 Has Paul still got Scabies?
Gareth J and Jack W, Liverpool
STEVE 1 In the E60 region. 2 Yep, it should do. 3 EWJ, Theme Park, Fodder, FIFA, Sonic and Knuckles, SSF2, 4 Daytona, Virtua Fighter and Alien Trilogy. 5 Yep, see out cover story for all the info. 6 I'm not answering that, there's guff about it at the front of the mag. 7 Sounds dodgy to me. Still, who am I to question such wisdom? After all, all the speccy prats will do is slag me off within their four letters pages (three if you ignore that stupid chinny bloke at the end). 8 No, can't be arsed. 9 Yes and worms

TRANS AM

Dear Steve,
Please can you answer the following questions
1 Please put these games in order from best to worse: Micro Machines II, Theme Park, NBA Jam TE, Psycho Pinball
2 Is Street Racer on the Megadrive better than the SNES version?
3 Is Theme park on the Megadrive worth getting?
4 Are there any footy games coming out for the Saturn?
5 I've heard rumours there's going to be a Speedball II. Is this true?
6. Is Striker on the Megadrive any good?
7 When will Daytona be out for the Saturn?
Eric Smith, Greenfaulds
STEVE 1 You already have. 2 Nope. I reckon Street Racer for the Megadrive is one of the most overrated games ever. The footy sub-game just doesn't work, and the controls are dodgy — you can even drive on water! 3 Yessiree. 4 Victory Goal has been out on import for ages, but is crap. Expect news on FIFA soon. 5 Nope, the Bitmaps have no plans. 6 No, it is the worst piece of crap to stick out of the office Megadrive since Dark Castle. 7 It's out now on import. It'll be released officially in September

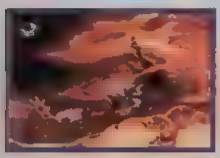
GUNFRIGHT

Dear Steve
Please would you answer my questions
1 Do you think Sensible World Of Soccer is worth getting when it comes out?
2 Please put these in order of best to worst: Road Rash II, Rugby World Cup, Theme Park
3 What's your opin on of Fever Pitch? 4. Is FIFA any good on the Game Boy?
5. Why don't they use real players names on FIFA like they do with Sensi?
6 Have you got any cheats for FIFA '95?
7 What's the best footy game for the Mega-CD?
8 Is there going to be a FIFA '95 or FIFA '96 for the Game Boy?
9 Are there any footy games due for the 32X?
10 Is Brian Lara Cricket worth getting when it comes out?
Martin Barker, Maidstone
STEVE 1 The Amiga version was cool, but the Sega versions have been put on a back-burner. We've heard nowt for ages. 2 Theme Park, Rugby, Rash III. 3. Great. I'd even stick my neck out and say it's better than FIFA '95. It's faster and more contro lable, that s for sure. 4 It's Ok. 5. Because you have to pay to do so, and EA didn't think it was necessary. 6. Yeah, Paul printed them a few months back, so I won't bother reprinting them here. 7 FIFA or Sensi, depending on which cart one you preferred. 8 Nope. Anyway, in case you hadn't noticed from the title 'MEAN MACHINES SEGA' we don't do bloody Game Boys. No, we prefer clunky handhelds which eat batteries like Claire eats chocolate. 9 Nope. 10 Yes, it's the best of the lot. And the only one

NIGHTSHADE

Dear Steve,
Please answer these problems for me
1 Is the Mega-CD worth getting?
2 Is Night Trap any good?
3 What does RPG stand for?
4. Would you list these from best to worst: Sol Feace, Thunderhawk, Tomcat Alley, FIFA, Streets Of Rage

2 Nope, it's like ap B-movie through a ts. Not that I've tried it, 3 Ropey Puzzle Game, Bumpy's Great and Rancid sh Or Role-Playing your pick 4 Streets al Fight FIFA, ehawk, Sol Feace, a pile of g dung, Tomcat Alley



PSSST!

Steve
a Megadrive and a Mega-CD have some questions for you answer
s Alone In The Dark coming out the Mega-CD?
2 Will it be an exact copy of the 3DO version?
3 When will it be available?
4 When are you going to review ad Rash CD and Super Strike?
Laurel Council, London
STEVE 1 No. 2 No it'll be invisi- for a start. 3 The same time as Daytona for the Master System. 4 We've reviewed Rash CD already, and Super Strike seems to be on hold at the mo.

LUNAR JETMAN

Dear Steve
I've been a really good boy and haven't put anything in about Earthworm Jim. Please send me a 3DO, and if that's a bit steep a CD would do
1 Where did the word Sega come from and what does it mean?
2 What is your favourite game at the moment?
3 Who is Rich?
4 What team do you support?
5 Is the Street Fighter film worth seeing?
6 Is the Saturn 32 or 64bit?
7 Will there be any more games with Sonic in, or is he too dated?
8 Where did Tails go after Sonic 3?
9 Will there be a Cannon Fodder 2 for the Megadrive?
Matt Power, Harrow
STEVE 1 It's a compacted version of Service-Games. Sega. Good, eh? 2 International Superstar Soccer for the SNES. 3 Well the Queen's got a few bob. 4 West Ham. For my sins. 5 Only for a laugh, it is the most unintentionally funny film ever, and more than a bit crap. 6 32bit. 7 He's resting at the mo, but will no doubt make his Saturn debut eventually. 8 Into a new Game Gear game Sega are working on. 9 Yep, but not for a while.

ALIEN 8

Dear Steve
Please could you answer my questions.
1 Is there going to be an Earthworm Jim II?
2 Is Mr Nutz II worth getting?
3 I like racing car games can you tell me the best one to get?
4 Which Megadrive game is the best value for money?
5 Is there going to be a Micro Machines II?
Ernie Mallaber
STEVE 1 Yep. 2 There are better

platformers, it has to be said. 3 Virtua Racing or Micro Machines II. 4 Mega Bomberman or Micro I. 5 It's very, very likely, but no firm news as of yet. Rumour has it there's a construction kit on its way.

STAFF OF KARNATH

Dear Steve
Please could you answer the following questions for me.
1 On Eternal Champions for the Megadrive, sometimes during the two-player mode beat my friend and the backdrop comes to life, ie n Slash's background, a dinosaur comes in and eats the dead oppo

nent. Can you tell me how to make this happen?
2. Do you have a cheat to make Eternal Champions easier?
3. When the Saturn comes out how much will it be?
4. Lastly, please could you tell me if the following games are coming out for the 32X: Doom II, Daytona, Ridge Racer, Virtua Fighter II
... Rowlands, Kent
STEVE: 1. It's a random thing which does it occasionally. I think The CD version has loads of them which are used like Fatal Fires, though. 2. Yes, practice until you're really good at it. 3. About £400, it hasn't been confirmed, though. 4. None of them are ever going to appear for the 32X. Hmmm, I wonder how long it's destined to last for then. First Afterburner and Space Harrier, then Motocross. Hmm, perhaps it's the new Mega-CD!

ATTIC ATAC

Dear Steve,
Please, please answer my questions for me!
1. Is there going to be a Mortal Kombat IV?
2. What's the best out of MKII and

NBA Jam TE?
3. Is there going to be an NBA Jam II?
4. Is Cheotix coming out for the Megadrive?
5. Is it true there's going to be an Earthworm Jim II?
Michael Kenny, East Acton
STEVE: 1. Why? Bored of MKI already are you? I expect there will be, but let's face it when it comes out all you'll want to know is when MKV is coming out. Saddo. 2. It's like comparing Take That to Oasis. They are two very different games, and it depends on what genre you like. Pillock. You're really annoying me, you know. 3. Yes, but sure you'd rather know about NBA III? Turd. 4. No. But hey, what about Sonic IV. Crapbreath. 5. Yes, and an Earthworm Jim CXI. Git.

UNDERWURLDE

Dear Steve,
Could you please answer my questions about the Game Gear
1. Is FIFA on the Game Gear worth buying?
2. Is NHL Hockey worth £30, and do you get the fights like in the Megadrive game?
3. Is Prima Rage coming out for the Game Gear?
4. If it is, how much will it cost and when is it out?
5. Is Theme Park coming out for the handheld?
Adam Russell, Walsall
STEVE: 1. Yep. 2. Yes it's worth the cash, but it doesn't have fights in it. 3. Yes, and it's looking really good. 4. About £30 and it's out in August. 5. Nope.

KNIGHT LORE

Dear Steve
Congratulations on the excellent up-to-date mag. I'm not going to beg, but please, please, pleeeaaassseeee answer my questions?
1. Is it worth buying a Game Gear or shall I save for a 32X?
2. Please list these games from best to worst: SSFII, Micro Machines II, MKII, FIFA '95.
3. Will there be a Road Rash IV or a Skitchin II?
4. What do you think is the best ever platform game?
5. Why did Eternal Champions get 97% when MKII only got 93%. Is Eternal better than MKII?
6. Why didn't you think of that before?
7. Why on Earth did Sega make a Power Rangers game?
8. What football team do you support.
Fox Mulder, Bolton
STEVE: 1. Save. But not for a 32X. For a Saturn, it'll take ages, but at least it'll be around for a few years! 2. Micro II, MKII, FIFA, SSFII. 3. I bloody hope not. Thankfully EA aren't planning them either. 4. Earthworm Jim. 5. It's a long and troublesome story and it goes something like this: shortly before Chrimbo 1992 (ever before I joined), Gus and Lucy went away for the usual turkey and pud, leaving Rad to review Eternal Champions. Having had too much seasonal cheer, Rad's brain was obviously addled as he gave Sega's utter shite beat 'em up a whopping 97%. He was consequently punched a lot and told to sod off. Very embarrassing. 6. Because I wasn't here. 7. To exploit the saddo toddlers who buy anything with the Mighty Morphing Mongs on the box. 8. West Ham. Now sod off back to your X-Files.

DRAGON SKULLE

Dear Steve
Please answer my questions as I am desperate to know the answers.
1. I have a Megadrive and Mega CD, do you think it is worth me buying a 32X?
2. What happened to MK I and Supreme Warrior, as I haven't seen reviews in your mag?
3. Is it true that Discworld is coming out for the Mega-CD?
4. Is Sim City 2000 coming out for the Mega-CD?
5. Which is the best game out of Cannon Fodder, Shining Force II or Urban Strike?
6. When is Road Rash CD coming out?
Christopher Gutteridge, Swansea
STEVE: 1. Nope. 2. Well, MKII got a small 18-page review a few months back, whilst the 32X version got a mere five pages, so perhaps you didn't have your eyes in those months. As for Supreme Warrior, it's so crap that Acclaim won't let us have one because they know we'll give it such a kicking its bum will bleed. 3. Not any more it ain't: it's been scrapped. 4. Nope. 5. Cannon Fodder. 6. It's out already.

OUTLAWS

Dear Steve
Please answer my questions or I'll feel very cheesed indeed.
1. Now that MKII has hit the arcades could you tell me if the following versions are coming out:
a) 32X
b) Megadrive
c) Saturn
d) Game Gear
2. Will there be a year between Megadrive MKII and Saturn MKII as there was for MKII between the two machines?
3. I own a Megadrive with loads of good stuff (Bomberman, Micro Machines I, etc) and want to upgrade to a 32X. Should I sell my current kit and buy a Neptune or just buy the plug-thru unit?
4. I own a top-of-the-range PC with loads of processing and publishing software. My mates and I all own different consoles and each week we hire the latest games to review them. As well as reading your great magazine, we produce our own called Ultimate Games Player. Would we need a license to sell copies of it? It's a good magazine which covers every single console apart from Master System and NES which are well and truly dead in my opinion. Also, could you tell me what software MEAN MACHINES is produced with?
5. My local importer has had Daytona for the Saturn for ages, why haven't you reviewed it? We gave it 97%.
6. Please answer yes or no to these questions:
a) Saturn + £299.99 inc Virtua Fighter
b) Neptune + £199.99 inc Virtua Fighter
c) Digitiser + pile of Nintendo biased made on screen
Ian 'The Master' Willis, Batley
STEVE: 1. MKII is due for Megadrive and Saturn, as of yet no other versions are planned. 2. Yep, thanks to Sony owning the exclusive rights for the PlayStation version for at least six months. 3. BUY A SATURN. Stuff the Neptune and 32X, both are going to be superseded immediately. 4. If you wanted to sell it to mates that's fine, but getting into shops is harder. Perhaps you could start by getting your local shop to hold a few as a favour? MEAN MACHINES is produced using Quark, high-powered Macs and a time machine which allows us to defy odds to get the bloody thing out! 5. We got Daytona at the same time, but it came in early in the month, thus it seemed like our review was well out of date. C'est la vie! 6. Prices haven't been confirmed by Sega, so I couldn't say. And won't.

So you liked the new [illegible] well, if you want to send in... I only like velvet double quilted. That's enough for one issue, the cheap and crappy ads follow now, so you can skip to Next Month page instead. I'm off there now...

MEGA SHOP GUIDE

Mail Order

HALLWOOD SOFTWARE
PHONE/FAX 0114 288 7333
ALL THE LATEST TITLES ON SEGA FORMAT
HALLWOOD HOUSE, PARK AVENUE, WORTLEY, SHEFFIELD S30 7NB

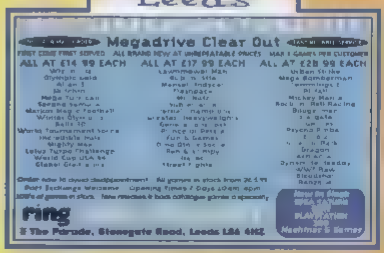
Bristol

Bolton

Leeds

Kent

Leeds



If you want your ad in this section, please call Liz Hawker

MEGA MART

MEGA DRIVE games: Leader Board Golf £12, Lotus Turbo Challenge £12, Sonic 1 £7, Olympic Gold £9, Super Kick Off £15, Gunship £8, Lemmings £10, Terminator Cheats Joystick £10. All include instruction manuals. Great condition. Contact Daniel on 0181 688 0744.

MEGA DRIVE, Mega CD and MS converter, 6 MD games, 4 MCD games and 2 MS games, 2 six button pads, loads of mags, cheat books, only £250 ono. Tel 0442 872077 (Herts) buyer collects, must be mad.

FOR SALE one Mega CD, includes Arcade Classics, Cobra Command, Sol-Feace, all boxed mint condition plus leads. All this for only £140. Call Wigan 709005 after 5.30pm ask for Dave - buyer must collect - no timewasters please.

MEGA DRIVE Mega CD and 7 top games: VR Racing, Mortal Kombat II, Streetfighter II, Sonic 3, Silpheed (CD), Earthworm Jim, Thunderforce Four, 3 joypads 2x6 button, good condition £325 ono. Ask for Peter Shaw 01322 67030 between 6-8pm.

NEED TIPS for Sega games? Just send a SAE with £1.50 to P. McCreight, 95 Ardcarn Drive, Belfast BT5 7RT N.I.

I WILL pay around £10 for Desert Strike, with instructions, good condition, tel 0784 439293 ask for Darryl.

AMIGA 500 for sale, 2 joysticks, mouse and loads of games plus half megabyte upgrade. £300 VGC. Gameboy also for sale, 3 games, light magnifier, amp speakers, car plug, mains adaptor, worth £140, sell for £100. Tel Hemel on 0202 221757.

MEGA DRIVE with two control pads and a EA 4-way adaptor plus eight games including FIFA, NHL 95 and Rugby 95, all EA titles. Also Mortal Kombat and Super Monaco Games all boxed with instructions, sell for £200. Tel 0372 451174.

MEGA CD Sol Feace, Classics plus 6 other CD games, Monacer, Mega Drive games £200 no offers. Tel 0181 478 6313.

13 YEAR old boy who would like girl pen pal above 13 years old. I am interested in computer, films and horror. If interested write to Richard, 7 Walton Place, Chesterton, Newcastle, Staffs ST5 7PR. Include photo if possible, guaranteed reply.

ATARI LYNX 2 for sale plus Comlynx, California Games, APB, Ninja Gaiden, all boxed as new and in good condition for £80 ono. If interested ring 0227 831307 after 6pm and ask for Alex.

COMMODORE 128 computer - not working - for sale, built in disk drive and separate keyboard. £30 inc. postage. Leave message on 0171 231 5687.

MASTER SYSTEM, MK, Sonic, Desert Strike, Putt'n'Putter, World Grand Prix, Alex Kidd, 2 controllers, 1 new joystick £45 ono. 01227 462444.

MASTER SYSTEM, Sonico, World Soccer, Alex Kidd, Castle of Illusion, 1 controller, still boxed £30 ovno. Ask for Hollie 01227 455432.

MEGA DRIVE & CD, 7 CD games including FIFA International Soccer, Ecco, Road Avenger, Sol Feace, Thunderhawk, Sonic and Jaguar XJ220, plus 4 Sega games including Zool, Golf, Castle of Illusion, Insector, includes joystick, bargain £210 ono. 0274 492757 evening only.

MEGA DRIVE games for sale: FIFA £15, Zombies £12, NHLPA '93 £10, Hardball '94 £8, Madden '93 £8. Phone 0114 2303442.

MEGA DRIVE boxed with 5 games including Shaq Fu £80. Mega Drive with Jimmy White Snooker £60. Mega CD with 5 games including Road Avenger, Wolf Child and seven game pack £140. Tel 01590 682045 ask for Steve.

GAME GEAR unused, boxed, Donald Duck, Lucky Dime Caper, Sonic 2, carry case, adaptor, call George on 0423 360288.

MEGA DRIVE games for sale: Sparkster £15, Toejam 2 £10, Taz £5, swap for Ecco 2 CD. Excellent condition. Call Stephanie 0628 37214.

SEGA GAME Gear, 11 games including PGA Golf, Winter Olympics, Off Road Racer, World Cup USA '94, carry case and mains adaptor, all years for just £130. Call 01474 328727.

UK Mega CD plus 12 games for sale, includes Thunderhawk, Batman Returns, Final Fight, Silpheed, Monkey Island. All boxed, worth £440, will accept £160 ono. Ring Paul after 6pm 0121 550 [illegible].

MASTER SYSTEM II, two pads, Alex Kidd, Sonic, Transbot and Mickey Mouse, not boxed. Will accept £55. Phone 01262 850408.

MEGA CD for sale, 3 months old, 10 games: Sonic CD, Cobra Command, Road Avenger, Sol Feace, Tomcat Alley, Golden Axe, Streets of Rage, Columns, Revenge of Shinobi, Super Monaco GP. Worth £200+ sell for £150. Phone Tim 01524 854638.

11 YEAR OLD boy wants penpal 11-13. He likes football, basketball and video games. Anyone interested? Phone Fraser 0467 [illegible].

FOR SALE Ground Zero Texas £16, Master System Converter £5, Sol Feace and Cobra Command £5, Prince of Persia, Road Avenger £5, Mickey Mania CD £25, Joystick £10, Action Replay MK2 £30 ono. 01635 255241 ask for Russell.

VECTREX GAMES: Dracula wanted urgently! Buy or swap for Football/Web Warp/Berserk. Also wanted: Colecovision games. Leave message on 0171 231 5687.

MEGA CD 2 for sale, 10 games: FIFA, Sherlock Holmes, Lethal Enforcers, worth £300, price £199. Tel David 0181 647 3257.

MEGA CD games for sale!! Silpheed £25 and Jaguar XJ220 £20, both in perfect condition, call Simon on 0141 [illegible].

MEGA DRIVE and Mega CD for sale, excellent condition, all boxed, 5 games and 3 cd's, 2 joypads & Jap converter plus 10 demo cd's £280 ono. Phone 01255 677190.

MEGA DRIVE games for sale: Sonic £7, Mega Games 2 and 3 £10 each. James 01372 468642.

MEGA MART

Got something to sell? Or want to swap games? Do you want something, or do you have a special message? Perhaps you just want a pen pal? Whatever you want, the MEAN MACHINES Megamart is the place for you!

For just £1 you can have your very own advertisement containing up to 20 words! Or if you're feeling rich and verbose (look it up in the dictionary), £2 will buy you 40 (count 'em) words!!

So what are you waiting for? Fill in the squares below with your words, pop it in an envelope along with a cheque or postal order made payable to MEAN MACHINES and send it to:

MEAN MACHINES MEGAMART,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON EC1R 3AU.

I WANT TO USE THE MEAN MACHINES MEGAMART. HERE'S MY MESSAGE...

Fill in this box for £1.00 (20 words)

Fill in this box as well for £2.00 (40 words)

PLEASE NOTE: ONLY ONE WORD PER BOX. PHONE NUMBERS COUNT AS ONE WORD. USE CAPITALS AND WRITE NEATLY TO AVOID MISTAKES.

NAME: _____

ADDRESS: _____

_____

POSTCODE: _____

TEL NO: _____

ATTENTION! Mean Machines Megamart is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed and no correspondence will be entered into. However, if you are interested in placing a trade ad, please contact Lisa Hawkes on 0171 972 6700 now! Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

NEXT MONTH

IF YOU GOTTA HAVE IT...

... RESERVE YOUR COPY

AND NOW A WORD FROM OUR SPONSORS:

STEVE

Next month, after sunning myself in 'Californ-I.A' as they say, and sending robot Steve to go and explore the wonders being developed at Virgin's sun-drenched gameplay laboratory, I'll also be bringing back more details from the E3 show, explaining my expense account to Lord EMAP and dissing the dirt on Tank Girl and Acclaim's Batman Forever.

GUS

I'll be in the red kitchen, feverishly trying to do Eggs Benedict on a bed of noodles before the 10 minute gong goes. Then, exhausted, I'll sit in front of a monitor to test Grand Chaser, Parodius Deluxe Pack, Light Crusader and Batman and Robin.

PAUL

And I'll be on the couch, after nine, reading your letters and sympathising with your problems. Then I'll put together a spanking tips page, probably with no gratitude whatsoever from that other pair, whilst looking at Ocean's Waterworld, Infogrames' Spirou, Virtua Racing on the Saturn and Claire's boils. Back to the studio!

NEXT ISSUE OF MEAN MACHINES SEGA ON SALE JUNE 26TH

GAMEplay

PRICE! CHOICE! QUALITY! SERVICE!

These have made us one of the largest suppliers of computer & video games in the country today!

MEGADRIVE

Pirates of the Dark Water	£28.99
Powerdrive	£21.99
Prince of Persia	£34.99
Probotector	£34.99
Psychic Phallic	£35.99
Rahdia Rex	£21.99
Rainbow Islands	£18.99
Rbi Baseball	£17.99
Red Zone	**£21.99**
Rise of the Robots	£24.99
Roadblasters	£21.99
Road Rash 3	**£31.99**
Robocop Vs Terminator	£19.99
Rock 'N' Roll Racing	£28.00
Rocket Knight Adventures	£19.99
Rugby World Cup '95	£36.99
Samurai Shodown	£35.99
Second Samurai	£32.99
Shining Force 2	£39.99
Skeleton Krew	£35.99
Sensible	£31.99
Shadowrun	£35.99
Shinobi 3	£31.99
Sonic	£19.99
Sonic & Knuckles	£29.99
Sonic 3	£34.99
Sparkster (RKA 2)	£17.99
Splatterhouse 2	£31.99
Starflight	£31.99
Street Fighter 2	£14.99
Street Racer	**£CALL**
Super Kick Off	£31.99
Super Streetfighter 2	£47.99
Syndicate	£31.99
Sensible Soccer	£25.99
Tournament 2: Battlemen Day	£16.99
Thor	£19.99
Tiny Toons Acme All Stars	£19.99
Theme Park	**£CALL**
Toe Jam & Earl 2	£18.99
Toughman Boxing	£40.99
Trial Ltd	£31.99
Urban Strike	£35.99
Virtual Bart	£27.99
Warlock	£40.99
Winter Olympics	**£15.99**
Wc & Ltd	£37.99
Wolfchild	£40.99
World Cup USA '94	£18.99
Wwf Raw	£44.99
X-Men 2	£35.99
Zero Tolerance	£28.99
Zoop	£18.99

GAME GEAR

Cool Spot	£19.99
Sonic Spinball	£24.99
Daffy Duck	£24.99
Desert Speed Trap	£14.99
Dragon	£23.99
Ecco The Dolphin	£23.99
Ecco 2 - The Tides of Time	£23.99
Excellent Dizzy Collection	£18.99
Final Fight Special	£23.99
Gargoyles Quest	£23.99
Lion King	£25.99
Master '95	£25.99
Mega Man	£23.99
Micro Machines 2	**£25.99**
Mystical Ninja 2	£29.99
Nba Jam Tournament Edition	£20.99
Operation Stealth	£25.99
Pga Tournament Tennis	£23.99
Rise of the Robots	£25.99
Road Rash	£21.99
Robocop	£21.99
Shinobi	£21.99
Smurfs Travel Trouble	£24.99
Sonic Drift 2	**£22.99**
Sonic Chaos	£15.99
Star Wars	£15.99
Streets of Rage 2	£21.99
Wimbledon	£CALL
Wonder Dog	£CALL
Wizard Pinball	£CALL
Winter Olympics	£15.99
Wwf Raw	£CALL
X-Men 2	£25.99

32X

SPECIAL OFFER

32X Expansion Module **£134.99**

Doom	£48.99
Golf Magazine 36 Holes	£42.99
Metal Head	**£43.99**
Mortal Kombat 2 (with stick)	£42.99
Star Wars Arcade	£48.99
Super Afterburner	£37.99
Super Motocross	£37.99
Super Space Harrier	£37.99
Virtua Racing Deluxe	£48.99

32X CDs

Corpse Killer	£29.99
Night Trap	£29.99
Sim City	£29.99
Soul Star II	£CALL
Supreme Warrior	£29.99

MEGA CD

Another World 2	£28.99
Batman Returns	£19.99
Bc Racers	£35.99
Black Hole Assault	£19.99
Bloody Shoot	£CALL
Cobras and Dinosaurs	£29.99
Cannon Fodder	£35.99
Corpse Killer	£40.99
Double Switch	£39.99
Dracone Unit	£39.99
Earthworm Jim	£39.99
Ecco 2	£35.99
Eye of the Beholder	£CALL
Final Chamber	£CALL
Final Fight Special	£35.99
Flashback	£CALL
Heimdall	£28.99
Lethal Enforcers 2	£40.99
Midnight Raiders	£35.99
Nightray	£39.99
Pitfall	£29.99
Road Rash	£29.99
Rtbs Assault	£39.99
Samurai Showdown	£36.99
Sensible Soccer	£29.99
Sewer Shark	£CALL
Silpheed (Dungeon Master 2)	£28.99
Sim City	£39.99
Snatchers	£32.99
Soul Star	£29.99
Supreme Warrior	£34.99
Theme Park	£CALL
World Cup Golf	£35.99
World Cup USA '94	£27.99

MASTER SYSTEM

Wide Selection Available
Lowest Prices - Please Call

JAGUAR

Iguar + Cybermorph	£159.99
Jaguar C.D. Rom Drive	£CALL
Alien V Predator	£47.99
Brutal Sports Football	£49.99
Doom	£47.99
Hovercraft	£43.99
Theme Park	£42.99

3DO

Panasonic 3DO + Shockwave	£380.99
Goldstar 3DO + Fifa or Need For Speed	£374.99
Gex	£36.99
Fifa Soccer	£36.99
Need for Speed	£36.99
Return Fire	£35.99
Samurai Showdown	£37.99
Theme Park	£35.99

CALL FOR MORE DETAILS

ATARI LYNX II
Colour Hand Held Console
& Batman Returns.....29.99
PRICE REDUCED FROM £99.99
Mains Adaptor Age Recommended £10.99

Awesome Golf	£23.99
Blockout	£4.99
California Games	£14.50
Desert Strike	£23.99
Dirty Larry	£14.50
European Soccer Challenge	£CALL
Hockey	£4.99
Hammered	£23.99
Ninja Gaiden	£14.50
Pinball Jam	£9.99
Tennis	£23.99
Turbo Sub	£8.99

70 Titles Available + Accessories - Call!

ACCESSORIES

Megadrive Master System Convertor- Play all your classic master system games on both the Megadrives 1 & 2 ..... £19.99

American/Japanese Mega Drive Convertor- Play imported American or Japanese Games on your U.K. Megadrive £14.99

Pro Action Replay 2 Cheat Cartridge **£37.99**

Game Gear Action Replay Cartridge £25.99

Heatseeker 2 Joypad - 9 button pad with turbofire, autofire and slow motion. Buttons ABCXYZ. All individually switchable plus 3 extra turbobuttons. ..... **only £12.99**

Ultra 2 in 1 Joypad - Works on both Megadrive and SNES - 8 buttons with turbo, auto-fire, slow motion and added thumb controller **£16.99**

Sega Mega Drive Mouse - Essential for games which use a cursor such as Theme Park, Cannon Fodder, Lemmings, Sim City. Comes with its own mouse mat ..... only £27.99

Mega Drive Scart Cables (specify 1 or 2) £11.99
Sega 4 Way Tap £25.99

Phase 9 Graduate Pad. Six button with Auto-Fire & Slow Motion £11.99

FREE MEMBERSHIP

All Prices include VAT.

FREE MEMBERSHIP! Simply fill in your details on the order form at the bottom of the page. No purchase necessary.

Extra fast delivery. 2-3 working days on stock items. Please allow 7 days for clearance if sending a cheque.

All items ordered from us are fully insured against loss or damage.

All goods are fully guaranteed. If any item doesn't work as it should, we'll replace it immediately at no cost to you.

1000's of titles available. If you can't see the item you want, please bring as stock arrives daily. Software and accessories available for all machines.

Order by phone, fax or post.

Fifa (Amiga) - £21.99, Theme Park (3DO) - £35.99, Super Star Soccer (Snes) - £39.99, AVP (Jag) - £47.98, Dark Forces (CD Rom) - £33.99.

01924 473187
SALES HOTLINES
Open seven days a week

FAX ORDERS ON 01924 473187
24 hours a day!

- Full Open Trading Months (Mon/Thu 10.00 - 19.00/Fri 10.00 - 18.00/Sat 9.30 - 16.00/Sun 10.00 - 16.00 Times)
- Order by Credit Card, Cheque (Postal Orders or Cash please send cash in a registered envelope for your own protection)
- Next Day Delivery £3.50 for orders up to £50, £3 for orders over £50, please order before 5pm to ensure immediate despatch.

GAMEplay

Cut Out This order form and post to :
GAMEPLAY, UNIT 11, BARDEN CLOSE,
BATLEY, W. YORKSHIRE WF17 7JG.

Item	Machine	Price
		£
		£
		£
		£
		£
		£
		£

Name: ..... Customer No: (if applicable) .....

Address: .....

Postcode: ..... Signature: .....

Tel: ..... Fax: .....

Postage is **FREE** on all accessories and orders of more than one item. Please ADD £1 for orders of just one software item.

P&P £
TOTAL £

Cash ☐ Cheque ☐ Postal Order ☐ Card ☐

Card Number ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date ☐☐/☐☐

Cheques payable to 'Gameplay'.
Prices correct at time of going to press. E & OE.

MM7

TAKE THE LAW INTO YOUR OWN HANDS

JUDGE DREDD™

JUDGE...

JURY...

EXECUTIONER!

HE IS THE LAW!

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

GAME GEAR

MEGA DRIVE

Acclaim

ACCLAIM ENTERTAINMENT, INC. All Rights Reserved. JUDGE DREDD and all comic characters and elements thereof are trademarks and Copyright © Fleetway Editions Limited and IPC Magazines Limited. All Rights Reserved. Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Sega, Mega Drive, Game Gear and Game Boy are trademarks of Sega Enterprises, Ltd. All rights reserved. Acclaim is a registered trademark of Acclaim Entertainment Inc. All Rights Reserved. Screen shots shown are taken from the Game Boy version of the video game.